PRIMA'S OFFICIAL STRATEGY GUIDE

COVERS 2 GAMES!





PRIMA GAMES

primagames.com®

Official Nintendo Licensed Product

GAME BOY ADVANCE

This game has received the following rating from the ESRB

EVERYONE

E

CONTENT RATED BY ESRB





Prima's Official Strategy Guide

David Cassady Beth Hollinger Debra Lockridge

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com

Contents

Introduction to the Strategy Guide 2
Adventuring Basics 3

Golden Sun Walkthrough

Chapter One: **Prologue** 25
Chapter Two: **The Adventure Begins!** 31
Chapter Three: **Problems in Kolima Forest** 35
Chapter Four: **Alpine Troubles** 49
Chapter Five: **Clearing Up Loose Ends** 62
Chapter Six: **The Colosso!** 69
Chapter Seven: **The Battle for Venus Lighthouse** 78

Golden Sun: The Lost Age Walkthrough

Prologue from Book One 98
Chapter One: **A New Horizon** 100
Chapter Two: **The Pirates of Champa** 111
Chapter Three: **The Great Gabomba** 125
Chapter Four: **The Trident of Ankohl** 136
Chapter Five: **The Rebirth of Alchemy** 166
Weapons, Armor, Equipment, and Items 200
Psynergy List 214
Secrets of *Golden Sun: The Lost Age* 223

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2003 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Senior Product Manager: Sara Wilson
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Tamar D. Foster

© 2001-2003 Nintendo/CAMELOT. ™, ® and the Game Boy Advance logo are trademarks of Nintendo.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Interactive Digital Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the IDSA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:
Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4180-2
Library of Congress Catalog Card Number: 2003100185
Printed in the United States of America

03 04 05 GG 10 9 8 7 6 5 4 3 2 1



Introduction to the Strategy Guide

Welcome to the world of *Golden Sun* and *Golden Sun: The Lost Age*! This guide was developed to help you through both parts of the *Golden Sun* legend. If you've never played the first *Golden Sun*, we recommend that you start there before continuing to the second title. The story of *Golden Sun* is told over both games, and if you haven't played the first one, the quick pace and middle-of-the-action start of *Golden Sun: The Lost Age* may leave you feeling confused. In addition, *Golden Sun: The Lost Age* is set up to use your character and item information from the first *Golden Sun*, and it rewards you with secret areas, items, and skills available only to those who take advantage of the connections between the two games. For this reason, we've included walk-throughs and other crucial information for both *Golden Sun* and *Golden Sun: The Lost Age*.

If you're playing *Golden Sun* for the first time, head over to the "Golden Sun Walkthrough" section. Find lists of *Golden Sun*'s Psynergies and weapons, armor, equipment, and items in their respective sections. The "Adventuring Basics" section contains helpful information, including explanations of how to use Field Psynergies, details of the game's Character Classes, and information about the game's Djinn and summonings.

If you've already played *Golden Sun* and are eagerly removing the shrink-wrapping from *Golden Sun: The Lost Age*, check out that game's walkthrough. Look for items and the Psynergy list specific to *Golden Sun: The Lost Age* in the "Weapons, Armor, Equipment, and Items" and "Psynergy" sections. For tips and tricks about gameplay in general, look to the "Adventuring Basics" section. Everything new and unique about *Golden Sun: The Lost Age* is discussed there, including the new Field Psynergies, Character Classes, and Djinn. While the basic gameplay is identical to the original *Golden Sun*, many new things have been added to surprise and delight you!

Adventuring Basics

Golden Sun and Golden Sun: The Lost Age Characters



Isaac

Adept Type: Earth
Age: 17

Isaac comes from Vale, the town that has stood guardian over the elemental stars, which had been hidden deep within Sol Sanctum for many generations. These four jewels contain the essence of the elemental energies that compose all matter: earth, water, fire, and wind. If the jewels are used to light the elemental lighthouse, the power of Alchemy will be unleashed upon the world again. Isaac is intent on stopping Saturos and Menardi, who have stolen three of the elemental stars. Isaac himself currently holds the Mars Star.



Garet

Adept Type: Fire
Age: 17

Garet is the grandson of the mayor of Vale. When the elemental stars are stolen from Sol Sanctum, Garet ventures out of Vale on a great journey with his friend Isaac.



Ivan

Adept Type: Wind
Age: 15

Raised by Master Hammet, a powerful merchant in the village of Kalay, Ivan possesses the power to read the hearts and minds of others. Master Hammet entrusted Ivan with the Shaman Rod, a staff of immense power. When the rod is stolen from Ivan, Isaac and Garet offer to help him recover it. Ivan joins Isaac and Garet and pursues Saturos and Menardi with them. High atop Venus Lighthouse, Ivan surrenders the Shaman Rod to Felix in exchange for Sheba's safety.



Mia

Adept Type: Water
Age: 17

Mia joins forces with Isaac's party in order to protect the Mercury Lighthouse. She learns that Alex, another member of her ancient tribe, has allied himself with Saturos and Menardi. When they succeed in firing the beacon of Mercury Lighthouse, Mia realizes that her fate is now bound to that of Isaac and his friends.



Felix

Adept Type: Earth
Age: Unknown

Felix, a young man from Vale, is Jenna's older brother. Three years ago, a great storm flooded Vale, and Felix was swept into the river, along with his parents. Saturos and Menardi rescued him, and he has traveled with them ever since.

Jenna

Adept Type: Fire
Age: 17



Jenna is a young girl from Vale. She is a childhood friend of both Isaac and Garet. Jenna watched as her parents and her brother were carried away from the flood–for years, she had thought her whole family was dead. Now, she and Kraden are being held hostage by Saturos and Menardi, and her brother travels with them.



Sheba

Adept Type: Wind
Age: 15

Dubbed "child of the gods" by the people in town, Sheba was held hostage by Babi to force the people of Lalivero to build him his own elemental lighthouse. Saturos and Menardi abducted her from Tolbi, but Felix has sworn that no harm would come to her while she was with him.

Piers

Adept Type: Water
Age: Unknown



The citizens of Madra imprison Piers on suspicion of being a pirate from Champa. The pirates had recently ransacked the city and freed their leader when Piers was found unconscious on a boat at a nearby beach. Only the escaped pirate leader, Briggs, can prove Piers's innocence and see him set free.

Psynergies

The heroes, and many villains, in *Golden Sun* and *Golden Sun: The Lost Age* are considered Adepts. An Adept is someone with the gift of Alchemy, a magic force that was once plentiful in the world of men before its power was thought to be sealed away for centuries. Though Alchemy may have nearly vanished from the world, some still can harness its power and use magic known as Psynergy.

The power of Alchemy is divided into four elements: Venus (the power of earth), Mars (the power of fire), Jupiter (the power of wind), and Mercury (the power of water). Every Adept is gifted at using Psynergy from one of these four elements. Thus Psynergy users are known as Earth, Fire, Wind, or Water Adepts. An Adept normally uses Psynergies associated with his or her element, but not always. Djinn, magical creatures possessing the power of one of the four elements, can be carried to enhance the Adept's powers. If the Adept carries many Djinn of an element other than his own, his powers will be drastically altered and new Psynergies will be learned.

Psynergy is very important to *Golden Sun*. Use it not only to heal and attack, but also to navigate and solve puzzles that stand in the way. The following are some of the most important Psynergies in the game.

Blaze



Blaze shoots a stream of flammable liquid that ignites if it comes in contact with a flame. It's used to transfer fire from one place to another, such as using one candle to light another.

Burst



Cracked objects can be destroyed by the Burst Psynergy. This often reveals hidden items or passages to new areas.

Carry



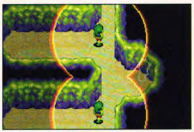
This Psynergy allows you to lift light objects and move them around. It's useful for stacking blocks and other objects when creating bridges to other areas.

Catch



See an item, pick it up. Use Catch to grab small objects from a distance, such as an apple in a tree or a key on a high ledge.

Cloak



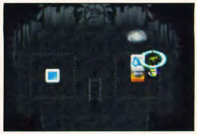
Cloak allows you to hide invisibly in the shadows (and only in the shadows!) so that you can better infiltrate well-guarded areas. However, the invisibility effect is cancelled whenever the cloaked character steps out of the shadows and into the light.

Cyclone



Cyclone can scatter weeds into the air, sometimes revealing hidden items and passages. It's also used to pass through certain transporters.

Douse



Sometimes all you need is a little rain. Use Douse to extinguish tiny fires and fill small basins with water.

Force



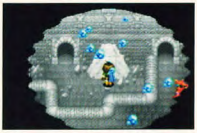
Some objects can be knocked over with the good swift kick that this Psynergy provides. Strike them from up close or far away.

Frost



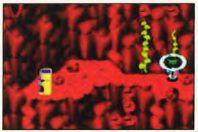
When you need a bridge, sometimes Frost is the key. Use it to freeze puddles of water, creating columns of ice.

Grind



Huge rocks sometimes block passages and even waterways. Grind can turn even the largest boulder to dust.

Growth



Growth is an Adept's answer to a gardener's green thumb. With it an Adept can force a plant to grow large enough to walk or climb on.

Halt



Halt temporarily stops time for a character or automated statue/machine. It's mainly used to allow characters to bypass moving statues, freeze skittish Djinn, or halt NPC's running machinery that hinders the character's progress.

Hover



Hover allows the caster to float for a limited time, but not without the aid of a purple hover pad. Use Hover to fly over gaps or to reach high ledges.

Lash



Ropes make great bridges, but a rope lying on the side of a ravine is worthless unless you're an Adept. Lash lifts ropes into the air and ties them off on the opposite side of gaps and ledges, creating handy bridges.

Lift



When boulders block the path, Lift is where it's at. Use this Psynergy to cause stones to hover high enough for a person to walk under them.

Mind Read



People rarely tell you exactly what they're thinking, but there's no keeping a secret from a Wind Adept. Use Mind Read on NPCs to learn what they aren't telling you.

Move



Some objects can be shoved around on the ground, but now and then they may be just out of reach or stuck against a wall. Use Move to shove objects when you can't get the right angle to do it manually.

Parch



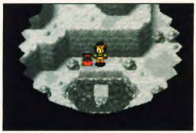
Water is an formidable opponent for those who can't swim. Use Parch to dry up small ponds and puddle and see what's under the water.

Pound



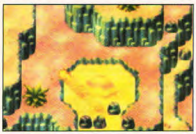
Now and then a heavy hand is required. Use Pound's power to nail stakes into the ground.

Reveal



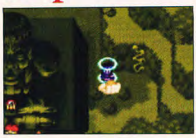
Not all things are obvious. Sometimes doors are invisible and chests may look like stones. Use Reveal to see what's really going on. You can interact with invisible objects only while Reveal is activated.

Sand



The Sand Psynergy transforms the caster into grains of sand, which allows the caster to glide through sandy areas, even going uphill and under objects.

Scoop



Objects and secret passages are often buried. Use Scoop to dig in soft soil.

Teleport



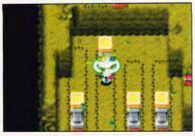
Ornate circles on the ground are teleport pads. Use Teleport while standing on one of these circles to be transported to another.

Tremor



Objects often sit off balance. Use Tremor to shake these objects to knock them over.

Whirlwind



A small gust goes a long way. This breezy Psynergy can eliminate vines that cover doors and posts, or in some cases it may be used to move vines or chains so they can be used as a swing.

Character Classes

Every character has a base class that determines the type of Psynergy the character uses. For instance, Jenna is a Fire Adept. Without any Djinn to aid her, she draws on the power of Fire Psynergies. Felix is a Earth Adept, Sheba is a Wind Adept, and Piers is a Water Adept. Djinn of the same element are a natural match for these characters, as they further enhance each character's gift. However, mixing up the Djinn equipped to a character can drastically alter the character's class and available Psynergies. A few items automatically change the character's class when they're equipped. These are very rare items; so check the item list for "status items" to discover where they can be found. The following is a list of the various classes available in *Golden Sun* and *Golden Sun: The Lost Age*.

NOTE

In Golden Sun, *the maximum number of Djinn that can be assigned to a character is seven, so not all classes can be obtained in the first saga. Likewise, failing to use transfer data when starting a new game in* Golden Sun: The Lost Age *has a similar effect, because the player won't have access to all of the Djinn from both games.*

Squire

Class: Earth Djinn
Characters: Felix and Isaac

Class Change	
Class	Djinn
Squire	N/A
Knight	Fire x2
Gallant	Fire x4
Lord	Fire x6
Slayer	Fire x8

Psynergy Chart			
Levels	Psynergy	Levels	Psynergy
Lv 01	Cure	Lv 14	Quake Sphere
Lv 02	Quake	Lv 19	Revive*1
Lv 04	Earthquake	Lv 20	Clay Spire
Lv 06	Spire	Lv 24	Mother Gaia*1
Lv 07	Gaia*1	Lv 26	Potent Cure
Lv 10	Cure Well	Lv 42	Stone Spire
Lv 13	Ragnarok ➤ Odyssey*2	Lv 54	Grand Gaia*1

*1. Can get at Gallant or more.
*2. Psynergy change at Lord or more.

Ability Chart						
Class	HP	PP	Attack	Defense	Agility	Luck
Squire	110%	80%	110%	100%	110%	100%
Knight	130%	90%	120%	110%	120%	100%
Gallant	150%	100%	130%	120%	130%	100%
Lord	170%	110%	140%	130%	140%	100%
Slayer	190%	120%	150%	140%	150%	100%

Flame User

Class: Fire Djinn
Characters: Jenna

Class Change

Class	Djinn
Flame User	N/A
Witch	Fire x2
Hex	Fire x4
Flame Master	Fire x6
Justice	Fire x8

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Flare	Lv 18	Flare Storm
Lv 05	Fume	Lv 21	Cycle Beam
Lv 06	Flare Wall	Lv 23	Debilitate
Lv 07	Beam	Lv 26	Serpent Fume
Lv 08	Aura*1	Lv 33	Cool Aura*1
Lv 10	Impair	Lv 41	Searing Beam
Lv 16	Healing Aura*2	Lv 47	Fume Dragon

*1. Can get at Hex or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Flame User	100%	120%	100%	100%	120%	90%
Witch	110%	130%	110%	110%	130%	90%
Hex	130%	140%	120%	120%	140%	90%
Flame Master	150%	150%	130%	130%	150%	90%
Justice	170%	160%	140%	140%	160%	90%

Soldier

Class: Fire Djinn
Characters: Garet

Class Change

Class	Djinn
Guard	N/A
Soldier	Fire x2
Warrior	Fire x4
Champion	Fire x6
Hero	Fire x7

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Flare	Lv 14	Fireball
Lv 03	Guard*1	Lv 15	Protect*1
Lv 04	Fire	Lv 18	Flare Storm
Lv 06	Flare Wall	Lv 22	Eruption
Lv 08	Volcano	Lv 26	Debilitate*1
Lv 09	Impair*1	Lv 36	Inferno
Lv 12	Heat Wave ➡ Liquifier*2	Lv 48	Pyroclasm

*1. Can get at Warrior or more.
*2. Psynergy change at Champion or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Guard	110%	80%	100%	110%	70%	100%
Soldier	130%	90%	110%	120%	80%	100%
Warrior	150%	100%	120%	130%	90%	100%
Champion	170%	110%	130%	140%	100%	100%
Hero	190%	120%	140%	150%	110%	100%

Magician

Class: Wind Djinn
Characters: Sheba and Ivan

Class Change

Class	Djinn
Wind Seer	N/A
Magician	Wind x2
Mage	Wind x4
Magister	Wind x6
Sorcerer	Wind x8

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Whirlwind	Lv 18	Tornado
Lv 04	Ray	Lv 21	High Impact*1
Lv 05	Impact*1	Lv 22	Resist*2
Lv 06	Ward*2	Lv 26	Shine Plasma
Lv 08	Plasma	Lv 36	Destruct Ray
Lv 12	Sleep	Lv 44	Tempest
Lv 14	Storm Ray	Lv 50	Spark Plasma
Lv 17	Bind		

*1. Can get at Magician or more.
*2. Can get at Mage or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Wind Seer	80%	140%	80%	90%	130%	110%
Magician	90%	150%	90%	100%	140%	110%
Mage	110%	160%	100%	110%	150%	110%
Magister	130%	170%	110%	120%	160%	110%
Sorcerer	150%	180%	120%	130%	170%	110%

Swordman 1

Class: Earth Djinn and Water Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Swordsman	Water x1
Defender	Water x2
Cavalier	Water x4
Guardian	Earth x1, Water x6
Protector	Earth x 2, Water x7

Class: Earth Djinn and Water Djinn
Characters: Piers and Mia

Class	Djinn
Cavalier	Earth x6
Guardian	Earth x7, Water x1

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Ply*1	Lv 14	Briar
Lv 04	Thorn	Lv 16	Ply Well*1
Lv 05	Cure Poison	Lv 19	Revive
Lv 06	Avoid*1	Lv 22	Wish Well*2
Lv 08	Wish*2	Lv 30	Break
Lv 11	Cutting Edge	Lv 34	Pure Ply*1
	➤Plume Edge*3	Lvl 36	Nettle
Lv 13	Restore	Lv 46	Pure Wish*2

*1. Can get at Defender or more.
*2. Can get at Cavalier or more.
*3. Psynergy change at Guardian or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Swordsman	100%	90%	110%	110%	90%	120%
Defender	120%	100%	120%	120%	100%	120%
Cavalier	140%	110%	130%	130%	110%	120%
Guardian	170%	130%	140%	140%	130%	120%
Protector	190%	140%	150%	150%	140%	120%

Swordman 2

Class: Fire Djinn and Water Djinn
Characters: Jenna and Garet

Class Change

Class	Djinn
Swordsman	Water x1
Defender	Water x2
Cavalier	Water x4
Luminier	Water x6, Fire x1
Radiant	Water x7, Fire x2

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Ply*1	Lv 13	Restore
Lv 02	Blast	Lv 15	Protect
Lv 03	Guard	Lv 16	Ply Well*1
Lv 05	Cure Poison	Lv 22	Wish Well*2
Lv 06	Avoid*1	Lv 28	Fiery Blast
Lv 08	Wish*2	Lv 30	Break
Lv 10	Mad Blast	Lv 34	Pure Ply*1
Lv 11	Cutting Edge → Plume Edge*3	Lv 46	Pure Wish*2

*1. Can get at Defender or more.
*2. Can get at Cavalier or more.
*3. Psynergy change at Luminier or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Swordsman	100%	90%	110%	110%	90%	120%
Defender	120%	100%	120%	120%	100%	120%
Cavalier	140%	110%	130%	130%	110%	120%
Luminier	170%	130%	140%	140%	130%	120%
Radiant	190%	140%	150%	150%	140%	120%

Page

Class: Earth Djinn and Wind Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Page	Wind x1
Illusionist	Wind x2
Enchanter	Wind x4
Conjurer	Earth x1, Wind x6
War Adept	Earth x2, Wind x7

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Delude	Lv 20	Curse
Lv 05	Impact*1	Lv 21	High Impact*1
Lv 06	Gaia	Lv 22	Resist*1
Lv 06	Ward*1	Lv 24	Mother Gaia
Lv 09	Weaken	Lv 25	Enfeeble
Lv 11	Astral Blast → Thunder Mine*2	Lv 31	Drain
		Lv 39	Psy Drain
Lv 14	Sleep	Lv 54	Grand Gaia
Lv 17	Haunt		

*1. Can get at Enchanter or more.
*2. Psynergy change at Conjurer or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Page	100%	120%	110%	100%	120%	90%
Illusionist	120%	130%	120%	110%	130%	90%
Enchanter	140%	140%	130%	120%	140%	90%
Conjurer	170%	160%	140%	130%	160%	90%
War Adept	190%	170%	150%	140%	170%	90%

Apprentice

Class: Fire Djinn and Wind Djinn
Characters: Jenna and Garet

Class Change

Class	Djinn
Apprentice	Wind x1
Illusionist	Wind x2
Enchanter	Wind x4
Conjurer	Fire x1, Wind x6
War Adept	Fire x2, Wind x7

Class: Fire Djinn and Wind Djinn
Characters: Sheba and Ivan

Class	Djinn
Enchanter	Fire x6
Conjurer	Fire x7, Wind x1

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Delude	Lv 15	Protect*1
Lv 03	Guard*1	Lv 21	High Impact*1
Lv 05	Impact*1	Lv 22	Eruption
Lv 06	Ward	Lv 22	Resist
Lv 08	Volcano	Lv 25	Enfeeble
Lv 09	Weaken	Lv 31	Drain
Lv 11	Astral Blast	Lv 39	Psy Drain
	➤Thunder Mine*2	Lv 48	Pyroclasm
Lv 14	Sleep		

*1. Can get at Enchanter or more.
*2. Psynergy change at Conjurer or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Apprentice	100%	120%	110%	100%	120%	90%
Illusionist	120%	130%	120%	110%	130%	90%
Enchanter	140%	140%	130%	120%	140%	90%
Conjurer	170%	160%	140%	130%	160%	90%
War Adept	190%	170%	150%	140%	170%	90%

Mercenary

Class: Fire Djinn and Earth Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Brute	Fire x1
Ruffian	Fire x2
Savage	Fire x4
Barbarian	Fire x5
Berserker	Earth x1, Fire x6
Chaos Lord	Earth x2, Fire x7

Class: Fire Djinn and Earth Djinn
Characters: Jenna and Garet

Class	Djinn
Brute	Earth x1
Ruffian	Earth x2
Savage	Earth x4
Barbarian	Earth x5
Berserker	Fire x1, Earth x6
Chaos Lord	Fire x2, Earth x7

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Growth	Lv 19	Revive*1
Lv 06	Blast	Lv 20	Clay Spire*1
Lv 07	Spire*1	Lv 23	Debilitate*1
Lv 09	Impair*1	Lv 24	Curse
Lv 12	Mad Growth	Lv 28	Wild Growth
Lv 13	Planet Diver	Lv 29	Condemn
	➤Planetary*2	Lv 40	Supernova
Lv 16	Nova	Lv 42	Stone Spire*1
Lv 17	Haunt		

*1. Can get at Savage or more. *2. Psynergy change at Berserker or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Brute	100%	70%	120%	90%	110%	70%
Ruffian	120%	80%	130%	100%	120%	70%
Savage	140%	90%	140%	110%	130%	70%
Barbarian	160%	100%	150%	120%	140%	70%
Berserker	180%	110%	160%	130%	150%	70%
Chaos Lord	200%	120%	170%	140%	160%	70%

Seer (Water)

Class: Water Djinn and Earth Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Shaman	Water x6
Druid	Earth x1, Water x7

Class: Water Djinn and Earth Djinn
Characters: Piers and Mia

Class	Djinn
Seer	Earth x1
Diviner	Earth x2
Shaman	Earth x4
Druid	Earth x6, Water x1
Oracle	Earth x7, Water x2

Seer (Wind)

Class: Wind Djinn and Earth Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Shaman	Wind x6
Druid	Earth x1, Wind x7

Class: Wind Djinn and Earth Djinn
Characters: Sheba and Ivan

Class	Djinn
Seer	Earth x1
Diviner	Earth x2
Shaman	Earth x4
Druid	Earth x6, Wind x1
Oracle	Earth x7, Wind x2

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Cure	Lv 14	Froth Sphere
Lv 02	Froth	Lv 19	Revive*1
Lv 03	Growth	Lv 22	Wish Well*1
Lv 05	Cure Poison	Lv 26	Potent Cure
Lv 08	Wish*1	Lv 29	Wild Growth
Lv 10	Cure Well	Lv 30	Break
Lv 12	Mad Growth	Lv 40	Froth Spiral
Lv 13	Restore	Lv 46	Pure Wish*1

*1. Can get at Shaman or more.

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Cure	Lv 19	Revive*1
Lv 02	Bolt	Lv 22	Blue Bolt
Lv 03	Growth	Lv 23	Resist*1
Lv 05	Flash Bolt	Lv 26	Potent Cure
Lv 07	Ward*1	Lv 29	Wild Growth
Lv 10	Cure Well	Lv 31	Drain
Lv 12	Mad Growth	Lv 39	Psy Drain
Lv 18	Bind		

*1. Can get at Shaman or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Seer	90%	130%	90%	90%	110%	100%
Diviner	110%	140%	100%	100%	120%	100%
Shaman	120%	150%	110%	110%	130%	100%
Druid	150%	170%	130%	130%	150%	100%
Oracle	170%	180%	140%	140%	160%	100%

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Seer	90%	130%	90%	90%	110%	100%
Diviner	110%	140%	100%	100%	120%	100%
Shaman	120%	150%	110%	110%	130%	100%
Druid	150%	170%	130%	130%	150%	100%
Oracle	170%	180%	140%	140%	160%	100%

Monk (Water)

Class: Water Djinn and Fire Djinn
Characters: Jenna and Garet

Class Change

Class	Djinn
Ascetic	Water x6
Water Monk	Water x6, Fire x1

Class: Water Djinn and Fire Djinn
Characters: Piers and Mia

Class	Djinn
Pilgrim	Fire x1
Wanderer	Fire x2
Ascetic	Fire x4
Water Monk	Water x1, Fire x6
Guru	Water x2, Fire x7

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Douse	Lv 22	Eruption*1
Lv 05	Cure Poison	Lv 24	Wish Well*1
Lv 06	Prism	Lv 30	Deluge
Lv 08	Volcano*1	Lv 34	Break
Lv 09	Wish*1	Lv 46	Pure Wish*1
Lv 12	Drench	Lv 48	Pyroclasm*1
Lv 13	Restore	Lv 52	Freeze Prism
Lv 20	Hail Prism		

*1. Can get at Ascetic or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Pilgrim	90%	120%	90%	100%	120%	120%
Wanderer	110%	130%	100%	110%	130%	120%
Ascetic	120%	140%	110%	120%	140%	120%
Water Monk	150%	160%	130%	140%	160%	120%
Guru	170%	170%	140%	150%	170%	120%

Wise

Class: Water Djinn and Wind Djinn
Characters: Sheba and Ivan

Class Change

Class	Djinn
Hermit	Water x1
Elder	Water x2
Scholar	Water x4
Savant	Water x5
Sage	Water x6
Wizard	Water x6

Class: Water Djinn and Wind Djinn
Characters: Piers and Mia

Class	Djinn
Hermit	Wind x1
Elder	Wind x2
Scholar	Wind x4
Savant	Wind x5
Sage	Water x1, Wind x6
Wizard	Water x2, Wind x6

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Impact	Lv 26	Shine Plasma
Lv 06	Prism	Lv 30	Break
Lv 08	Plasma	Lv 31	Drain
Lv 12	Wish*1	Lv 39	Psy Drain
Lv 18	Bind	Lv 46	Pure Wish*1
Lv 21	High Impact	Lv 50	Spark Plasma
Lv 22	Hail Prism	Lv 52	Freeze Prism
Lv 24	Wish Well*1		

*1. Can get at Savant or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Hermit	80%	140%	80%	90%	130%	120%
Elder	90%	150%	90%	100%	140%	120%
Scholar	110%	160%	100%	110%	150%	120%
Savant	130%	170%	110%	120%	160%	120%
Sage	150%	180%	120%	130%	170%	120%
Wizard	170%	190%	130%	140%	180%	120%

Monk (Wind)

Class: Wind Djinn and Fire Djinn
Characters: Jenna and Garet

Class Change

Class	Djinn
Ascetic	Wind x6
Water Monk	Fire x1 Wind x7

Class: Wind Djinn and Fire Djinn
Characters: Sheba and Ivan

Class	Djinn
Pilgrim	Fire x1
Wanderer	Fire x2
Ascetic	Fire x4
Water Monk	Fire x6, Wind x1
Guru	Fire x7, Wind x1

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Slash	Lv 24	Resist*1
Lv 06	Ward*1	Lv 26	Shine Plasma
Lv 08	Volcano*1	Lv 30	Sonic Slash
Lv 09	Plasma	Lv 33	Drain
Lv 10	Wind Slash	Lv 41	Psy Drain
Lv 18	Bind	Lv 48	Pyroclasm*1
Lv 22	Eruption*1	Lv 50	Spark Plasma

*1. Can get at Asceric or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Pilgrim	90%	120%	90%	100%	120%	120%
Wanderer	110%	130%	100%	110%	130%	120%
Ascetic	120%	140%	110%	120%	140%	120%
Fire Monk	150%	160%	130%	140%	160%	120%
Guru	170%	170%	140%	150%	170%	120%

White Knight

Class: Water Djinn and Fire Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Dragoon	Fire x3, Water x3
Templar	Water x4, Fire x3
Paladin	Water x5, Fire x3

Class: Water Djinn and Earth Djinn
Characters: Jenna and Garet

Class	Djinn
Dragoon	Earth x3, Water x3
Templar	Earth x4, Water x3
Paladin	Earth x4, Water x3

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Ply	Lv 13	Restore
Lv 02	Blast	Lv 16	Ply Well
Lv 04	Thorn	Lv 17	Briar
Lv 05	Cure Poison	Lv 22	Wish Well
Lv 06	Avoid	Lv 27	Fiery Blast
Lv 08	Wish	Lv 34	Pure Ply
Lv 10	Mad Blast	Lv 36	Nettle
Lv 11	Cutting Edge → Plume Edge*1	Lv 46	Pure Wish

*1. Psynergy change at Templar or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Dragoon	160%	130%	140%	140%	110%	130%
Templar	180%	140%	150%	150%	120%	130%
Paladin	200%	150%	160%	160%	130%	130%

Black Magician

Class: Earth Djinn and Water Djinn
Characters: Sheba and Ivan

Class Change

Class	Djinn
Black Magician	Earth x3, Water x3
Conjure Man	Earth x4, Water x3
Dark Mage	Earth x5, Water x3

Class: Earth Djinn and Wind Djinn
Characters: Piers and Mia

Class	Djinn
Black Magician	Earth x3, Wind x3
Conjure Man	Earth x4, Wind x3
Dark Mage	Earth x6, Wind x3

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Bolt	Lv 20	Curse
Lv 02	Froth	Lvv 22	Blue Bolt
Lv 03	Cure	Lv 26	Potent Cure
Lv 06	Flash Bolt	Lv 29	Condemn
Lv 10	Cure Well	Lv 31	Drain
Lv 14	Froth Sphere	Lv 36	Psy Drain
Lv 17	Haunt	Lv 40	Froth Spiral
Lv 19	Revive		

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Black Magician	130%	170%	120%	120%	150%	90%
Conjure Man	150%	180%	130%	130%	160%	90%
Black Shaman	170%	190%	140%	140%	170%	90%

White Mage

Class: Earth Djinn and Water Djinn
Characters: Sheba and Ivan

Class Change

Class	Djinn
White Mage	Earth x3, Water x4
Pure Mage	Earth x4, Water x4

Class: Earth Djinn and Wind Djinn
Characters: Piers and Mia

Class	Djinn
White Mage	Earth x3, Wind x4
Pure Mage	Earth x4, Wind x4

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Cure Poison	Lv 22	Hail Prism
Lv 06	Prism	Lv 24	Wish Well
Lv 08	Plasma	Lv 26	Shine Plasma
Lv 09	Ward	Lv 31	Resist
Lv 11	Dull	Lv 37	Blunt
Lv 12	Wish	Lv 46	Spark Plasma
Lv 13	Restore	Lv 46	Pure Wish
Lv 17	Revive	Lv 52	Freeze Prism

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
White Mage	150%	180%	130%	130%	150%	130%
Pure Mage	170%	190%	140%	140%	160%	130%

Ninja

Class: Fire Djinn and Wind Djinn
Characters: Felix and Isaac

Class Change	
Class	Djinn
Ninja	Fire x3, Wind x3
Disciple	Fire x4, Wind x4
Master	Fire x4, Wind x4
Class: Earth Djinn and Wind Djinn **Characters:** Jenna and Garet	
Class	Djinn
Ninja	Earth x3, Wind x3
Disciple	Earth x4, Wind x3
Master	Earth x4, Wind x4

Psynergy Chart			
Levels	Psynergy	Levels	Psynergy
Lv 01	Gale	Lv 18	Typhoon
Lv 04	Punji	Lv 21	Shuriken
Lv 06	Fire Bomb	Lv 26	Thunderbolt
Lv 07	Mist	Lv 31	Annihilation
Lv 08	Thunderclap	Lv 36	Punji Strike
Lv 12	Death Plunge	Lv 40	Carpet Bomb
	➤Death Leap*1	Lv 44	Hurricane
Lv 15	Punji Trap	Lv 50	Thunderstorm
Lv 16	Cluster Bomb		

*1. Psynergy change at Disciple or more.

Ability Chart						
Class	HP	PP	Attack	Defense	Agility	Luck
Ninja	160%	140%	150%	120%	170%	80%
Disciple	180%	150%	160%	130%	180%	80%
Master	200%	160%	170%	140%	190%	80%

Samurai

Class: Fire Djinn and Wind Djinn
Characters: Felix and Isaac

Class Change	
Class	Djinn
Samurai	Fire x4, Wind x3
Ronin	Fire x5, Wind x4
Class: Earth Djinn and Wind Djinn **Characters:** Jenna and Garet	
Class	Djinn
Samurai	Earth x4, Wind x3
Ronin	Earth x5, Wind x3

Psynergy Chart			
Levels	Psynergy	Levels	Psynergy
Lv 03	Guardian	Lv 21	Angel Spear
Lv 05	Demon Spear	Lv 22	Molten Bath
Lv 06	Rockfall	Lv 24	Rockslide
Lv 08	Lava Shower	Lv 27	Magic Shell
Lv 10	Quick Strike	Lv 33	Helm Splitter
Lv 12	Dragon Cloud		➤Skull Splitter*1
	➤Epicenter*1	Lv 40	Magic Shield
Lv 15	Protector	Lv 48	Magma Storm
Lv 18	Demon Night	Lv 54	Avalanche
	➤Thorny Grave*1		

*1. Psynergy change at Ronin or more.

Ability Chart						
Class	HP	PP	Attack	Defense	Agility	Luck
Samurai	190%	130%	150%	140%	140%	90%
Ronin	210%	140%	160%	150%	150%	90%

Ranger

Class: Water Djinn and Fire Djinn
Characters: Ivan

Class Change

Class	Djinn
Ranger	Water x3, Fire x3
Bard	Water x4, Fire x4
Warlock	Water x4, Fire x4

Class: Fire Djinn and Wind Djinn
Characters: Mia

Class	Djinn
Ranger	Fire x3, Wind x3
Bard	Fire x4, Wind x4
Warlock	Fire x5, Wind x4

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Slash	Lv 24	Resistance
Lv 02	Douse	Lv 30	Sonic Slash
Lv 06	Ward	Lv 30	Drench
Lv 08	Volcano	Lv 33	Drain
Lv 10	Wind Slash	Lv 34	Deluge
Lv 12	Break	Lv 41	Psy Drain
Lv 18	Bind	Lv 48	Pyroclasm
Lv 22	Eruption		

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Ranger	130%	160%	120%	120%	160%	120%
Bard	150%	170%	130%	130%	170%	120%
Warlock	170%	180%	140%	140%	180%	120%

Juggler

Class: Equip "Mystery Card" with Water Djinn, Fire Djinn, and Wind Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Pierrot	N/A
Clown	Water x1, Fire x1, Wind x1
Juggler	Water x2, Fire x2, Wind x2
Acrobat	Water x3, Fire x3, Wind x3

Class: Equip "Mystery Card" with Earth Djinn, Water Djinn, and Wind Djinn **Characters:** Jenna and Garet

Class	Djinn
Pierrot	N/A
Clown	Earth x1, Water x1, Wind x1
Juggler	Earth x2, Water x2, Wind x2
Acrobat	Earth x3, Water x3, Wind x3

Class: Equip "Mystery Card" with Earth Djinn, Water Djinn, and Fire Djinn **Characters:** Sheba and Ivan

Class	Djinn
Pierrot	N/A
Clown	Earth x1, Water x1, Fire x1
Juggler	Earth x2, Water x2, Fire x2
Acrobat	Earth x3, Water x3, Fire x3

Class: Equip "Mystery Card" with Earth Djinn, Fire Djinn, and Wind Djinn **Characters:** Piers and Mia

Class	Djinn
Pierrot	N/A
Clown	Earth x1, Fire x1, Wind x1
Juggler	Earth x2, Fire x2, Wind x2
Acrobat	Earth x3, Fire x3, Wind x3

Juggler Continued

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 03	Baffle Card	Lv 22	Fire Breath
Lv 05	Juggle	Lv 25	Thunder Card
Lv 06	Avoid	Lv 27	Death Card
Lv 08	Sword Card	Lv 29	Backstab*1
Lv 10	Sabre Dance	Lv 33	Bramble Card
Lv 13	Flame Card	Lv 37	Fiery Juggle
Lv 15	Sleep Card	Lv 46	Frost Card
Lv 17	Heat Juggle		

*1. Can get at Juggler or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Pierrot	100%	80%	100%	110%	130%	120%
Clown	130%	100%	110%	120%	140%	120%
Juggler	160%	110%	130%	130%	150%	120%
Acrobat	190%	120%	140%	140%	160%	120%



Monster Trainer

Class: Equip "Trainer Whip" with Water Djinn, Fire Djinn, and Wind Djinn **Characters:** Felix and Isaac

Class Change

Class	Djinn
Trainer	N/A
Wild Tamer	Water x1, Fire x1, Wind x1
Beast Tamer	Water x2, Fire x2, Wind x2
Monster Tamer	Water x3, Fire x3, Wind x3

Class: Equip "Trainer Whip" with Earth Djinn, Water Djinn, and Wind Djinn **Characters:** Jenna and Garet

Class	Djinn
Trainer	N/A
Wild Tamer	Earth x1, Water x1, Wind x1
Beast Tamer	Earth x2, Water x2, Wind x2
Monster Tamer	Earth x3, Water x3, Wind x3

Class: Equip "Trainer Whip" with Earth Djinn, Water Djinn, and Fire Djinn **Characters:** Sheba and Ivan

Class	Djinn
Trainer	N/A
Wild Tamer	Earth x1, Water x1, Fire x1
Beast Tamer	Earth x2, Water x2, Fire x2
Monster Tamer	Earth x3, Water x3, Fire x3

Class: Equip "Trainer Whip" with Earth Djinn, Fire Djinn, and Wind Djinn **Characters:** Piers and Mia

Class	Djinn
Trainer	N/A
Wild Tamer	Earth x1, Fire x1, Wind x1
Beast Tamer	Earth x2, Fire x2, Wind x2
Monster Tamer	Earth x3, Fire x3, Wind x3

Monster Trainer Continued

Psynergy Chart

Levels	Psynergy 1	Psynergy 2	Psynergy 3	Psynergy 4
Lv 01	Wild Wolf	Orc	Dinox	Troll
Lv 05	Cure Poison	Cure Poison	Cure Poison	Cure Poison
Lv 06	Impact	Impact	Impact	Impact
Lv 07	–	Pixie	Fairy	Weird Nymph
Lv 10	Whiplash	Whiplash	Whiplash	Whiplash
Lv 10	Salamander	Cerberus	Chimera	Macetail
Lv 13	Restore	Restore	Restore	Restore
Lv 15	–	–	Elder Wood	Estre Wood
Lv 20	Emu	Harpy	Gryphon	Minotaur
Lv 22	High Impact	High Impact	High Impact	High Impact
Lv 24	–	–	–	Succubus
Lv 28	–	–	Lich	Phoenix
Lv 32	–	Wyvern	Blue Dragon	Fire Dragon
Lv 38	–	–	–	Manticore
Lv 45	Roc	Grand Golem	Living Armor	Ghost Soldier

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Trainer	100%	70%	110%	120%	90%	80%
Wild Tamer	130%	90%	120%	130%	100%	80%
Beast Tamer	160%	100%	140%	140%	110%	80%
Monster Tamer	190%	110%	150%	150%	120%	80%



Dark Magician

Class: Equip "Tomegathericon" with Water Djinn, Fire Djinn, and Wind Djinn
Characters: Felix and Isaac

Class Change

Class	Djinn
Dark Magician	N/A
Corpse Charmer	Water x1, Fire x1, Wind x1
Spiritualist	Water x2, Fire x2, Wind x2
Necromage	Water x3, Fire x3, Wind x3

Class: Equip "Tomegathericon" with Earth Djinn, Water Djinn, and Wind Djinn **Characters:** Jenna and Garet

Class	Djinn
Dark Magician	N/A
Corpse Charmer	Earth x1, Water x1, Wind x1
Spiritualist	Earth x2, Water x2, Wind x2
Necromage	Earth x3, Water x3, Wind x3

Class: Equip "Tomegathericon" with Earth Djinn, Water Djinn, and Fire Djinn **Characters:** Sheba and Ivan

Class	Djinn
Dark Magician	N/A
Corpse Charmer	Earth x1, Water x1, Fire x1
Spiritualist	Earth x2, Water x2, Fire x2
Necromage	Earth x3, Water x3, Fire x3

Class: Equip "Tomegathericon" with Earth Djinn, Fire Djinn, and Wind Djinn **Characters:** Piers and Mia

Class	Djinn
Dark Magician	N/A
Corpse Charmer	Earth x1, Fire x1, Wind x1
Spiritualist	Earth x2, Fire x2, Wind x2
Necromage	Earth x3, Fire x3, Wind x1

Dark Magician Continued

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Call Zombie	Lv 26	Call Demon*1
Lv 09	Raging Heat	Lv 29	Condemn
Lv 17	Haunt	Lv 31	Drain
Lv 19	Revive	Lv 33	Poison Flow
Lv 20	Fire Puppet	Lv 39	Psy Drain
Lv 22	Fiery Abyss	Lv 47	Call Dullahan*2
Lv 24	Curse	Lv 53	Hades Blaze

*1. Can get at Spiritualist or more.
*2. Can get at Necromage or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Dark Magician	80%	140%	80%	90%	140%	90%
Corpse Charmer	100%	160%	100%	110%	150%	90%
Spiritualist	130%	170%	120%	120%	160%	90%
Necromage	160%	190%	130%	130%	170%	90%



Priest

Class: Water Djinn
Characters: Mia

Class Change

Class	Djinn
Water Seer	N/A
Scribe	Water x2
Cleric	Water x4
Paragon	Water x6
Angel	Water x8

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Ply	Lv 17	Ice Horn
Lv 02	Frost	Lv 22	Wish Well*1
Lv 04	Ice	Lv 24	Glacier
Lv 05	Cure Poison	Lv 30	Break
Lv 08	Wish*1	Lv 34	Pure Ply
Lv 09	Tundra	Lv 42	Ice Missile
Lv 13	Restore	Lv 46	Pure Wish*1
Lv 16	Ply Well		

*1. Can get at Cleric or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Water Seer	90%	130%	90%	100%	80%	130%
Scribe	100%	140%	100%	110%	90%	130%
Cleric	120%	150%	110%	120%	100%	130%
Paragon	140%	160%	120%	130%	110%	130%
Angel	160%	170%	130%	140%	120%	130%

Mariner

Class: Water Djinn
Characters: Piers

Class Change

Class	Djinn
Mariner	N/A
Sea Fighter	Water x2
Captain	Water x4
Commander	Water x6
Admiral	Water x8

Psynergy Chart

Levels	Psynergy	Levels	Psynergy
Lv 01	Frost	Lv 13	Restore
Lv 02	Ply	Lv 17	Ply Well
Lv 04	Cool	Lv 21	Supercool
Lv 05	Cure Poison	Lv 24	Glacier
Lv 06	Avoid*1	Lv 30	Break
Lv 08	Tundra	Lv 35	Pure Ply
Lv 12	Diamond Dust →Diamond Berg*2	Lv 48	Violent Cool

*1. Can get at Sea Fighter or more.
*2. Psynergy change at Commander or more.

Ability Chart

Class	HP	PP	Attack	Defense	Agility	Luck
Mariner	110%	90%	100%	100%	90%	120%
Sea Fighter	130%	100%	110%	110%	100%	120%
Captain	150%	110%	120%	120%	110%	120%
Commander	170%	120%	130%	130%	120%	120%
Admiral	190%	130%	140%	140%	130%	120%

Djinn

Djinn are magical creatures that possess powers related to one of the four elements. They have several uses. When equipped on a character, they provide bonuses to some of the character's stats. Once equipped, they can be called upon in battle to launch a special attack. If on standby, a Djinn can be summoned into battle or combined with other Djinn to summon a very powerful creature. Also if a character is equipped with different sets of Djinn, the character's class changes, and so does his or her available Psynergies.

When equipped, a Djinni provides small bonuses to one or several stats, including HP, PP, Attack, Defense, Agility, and Luck. The bonus is determined by the Djinni type and which character is equipping it. Also equipping multiple Djinn alters the bonuses, so the exact amounts vary. The following stats are based upon equipping a single Djinni with an Adept of the same elemental type, such as equipping Char to Jenna, or Echo to Felix.

Though the world holds many Djinn, they aren't easy to find. Most are hidden and must be sniffed out during the adventure. The following is a list of the Djinn found in *Golden Sun* and *Golden Sun: The Lost Age*.

NOTE

Djinni is singular and Djinn is plural.

NOTE

Please note that all of the Djinn from Golden Sun *may appear in* Golden Sun: The Lost Age. *In the following lists, "2nd party randomization" is often listed in the location. These are Djinn from* Golden Sun. *Normally they aren't found in* Golden Sun: The Lost Age, *but if you didn't transfer data, you find four of these Djinn, one from each element, from* Golden Sun *as you play the sequel. If you used transfer data from* Golden Sun, *but missed one or more Djinn while playing the previous game, you also find Djinn in these locations. However, only* **ONE** Golden Sun *Djinni can be found in each of the four locations listed. If you missed more than one Djinni of a particular element, it's impossible to find them both in* Golden Sun: The Lost Age.



Mars (Fire) Djinn



Name	HP	PP	ATK	DEF	AGL	Luck	Effect	*GS* Location	*GS: TLA* Location
Cannon	+10	0	+3	0	0	0	Strike with the power of Mars	–	Dehkan Plateau
Char	+9	0	+2	0	+2	+1	Paralyze foes with a strong blow	–	Madra (get Healing Fungus from Gondowan Cliffs with Piers)
Coal	+11	+3	0	0	+3	0	Rally your allies to boost Agility	–	Izumo (Dancing Idol turn-in)
Core	+8	0	+4	+2	0	0	Strike through an enemy's Defense	–	Southeast of Jupiter Lighthouse (use west beaches)
Corona	+9	+5	0	0	0	+1	Boosts party's defense with a heat aura	World Map north of Xian	2nd party randomization; may find in Magma Rock (inside, next to 1st lava button)
Ember	+9	+4	0	+2	+2	0	Restores party's PP with passion flames	Tolbi	2nd party randomization; may find in Magma Rock (inside, next to 1st lava button)
Fever	+8	0	+3	0	+2	0	Wraps a foe in feverish delusion	Imil	2nd party randomization; may find in Magma Rock (inside, next to 1st lava button)
Flash	+14	+3	0	+2	0	0	Blocks damage to party with a firewall	Suhalla Desert	2nd party randomization. May find in Magma Rock (inside, next to 1st lava button)
Forge	+10	0	+2	0	+2	+2	Boosts party's attack with flame fury	Goma Cave	2nd party randomization; may find in Magma Rock (inside, next to 1st lava button)
Fugue	+11	+4	0	+2	0	0	Fatigue your foes to drop their PP	–	Mars Lighthouse (near entrance, after defeating Flame Dragons and using Mars Star)
Fury	+12	+4	0	0	0	0	Call forth wandering souls to attack	–	Magma Rock (deep inside, on ledge in top left corner of room, must fight)
Kindle	+8	0	+5	0	0	+1	Increase all allies' Attack	–	Gondowan Cliffs
Reflux	+9	0	0	+3	0	+2	Counter an enemy's attack	–	Tundaria Tower (ice puzzle)
Scorch	+8	0	+3	0	0	0	Stun a foe with a blast attack	Kalay	2nd party randomization; may find in Magma Rock (inside, next to 1st lava button)
Shine	9	–	3	3	2	–	Dazzle foes and strike decisively	–	Contigo (inside stump, requires Force spell from *Golden Sun* transfer data)
Spark	+11	+6	0	0	0	0	Revive an ally with cheers of support	–	Mikasalla (need Scoop)
Tinder	+12	+5	0	0	0	0	Revive a downed ally	–	Hesperia Settlement (southwest corner of the northern continent in western world)
Torch	+9	0	+3	0	0	+1	Penetrate defense with a melting blast	Lalivero	2nd party randomization; may find in Magma Rock (inside, next to 1st lava button)

Mercury (Water) Djinn



Name	HP	PP	ATK	DEF	AGL	Luck	Effect	*GS* Location	*GS: TLA* Location
Balm	+13	+4	0	0	0	0	Revive all downed allies	–	Mars Lighthouse (on large ice sliding area)
Chill	+10	+3	0	+2	0	0	Strike to reduce a foe's defense	–	Southwest of Gondowan Cliffs (southern tip of continent)
Dew	+13	+4	0	0	+4	0	Revives a downed ally	Suhalla Gate	2nd party randomization; may find in Prox (2nd section, empty parent's house)
Eddy	+9	0	0	0	+3	+2	Speed up Djinn recovery time	–	Shaman Cave (need Lift)
Fizz	+9	+4	0	+3	0	0	Restores HP with calming water	Mia	2nd party randomization; may find in Prox (2nd section, empty parent's house)
Fog	+9	0	0	+2	+2	+1	Blind an enemy with fog	–	Kandorean Temple after Lash is learned

Name	HP	PP	ATK	DEF	AGL	Luck	Effect	*GS* Location	*GS: TLA* Location
Fog	+9	0	0	+2	+2	+1	Blind an enemy with fog	–	Kandorean Temple after Lash is learned
Gel	+9	0	+5	0	+2	0	Weaken a foe's Attack	–	Kalt Island (snow island)
Hail	+9	0	+4	0	0	+1	Freeze a foe to drop its Defense	World Map west of Tolbi	2nd party randomization; may find in Prox (2nd section, empty parent's house)
Mist	+11	0	+4	0	0	0	Lulls a foe into deep sleep	Xian	2nd party randomization; may find in Prox (2nd section, empty parent's house)
Rime	+10	+6	0	0	0	0	Seal a foe's Psynergy	–	Ancient Lemuria
Serac	+12	0	+3	0	0	0	Strike a chilling finishing blow	–	Islet Cave (turtle cave, requires Teleport)
Shade	+9	0	0	+3	0	+2	Create a watery shield	–	Piers starts with it
Sleet	+12	0	+3	0	0	+1	Drench a foe to drop its Attack	Mercury Lighthouse	2nd party randomization; may find in Prox (2nd section, empty parent's house)
Sour	+8	+4	+3	0	0	0	Reduce a foe's resistance	–	Northeast of Mikasalla (south of the cave)
Spring	+11	+5	0	0	0	0	Restore HP with healing herbs	–	Piers starts with it
Spritz	+8	+4	0	0	+3	0	Restores party's HP with soothing mist	Altin	2nd party randomization; may find in Prox (2nd section, empty parent's house)
Steam	+10	0	+5	0	0	0	Increase all allies' Elemental strength	–	Aqua Rock (after getting Parch)
Tonic	+8	+3	0	+2	0	+2	Heals all party ailments	Lunpa Fortress	2nd party randomization; may find in Prox (2nd section, empty parent's house)

Jupiter (Wind) Djinn

Name	HP	PP	ATK	DEF	AGL	Luck	Effect	*GS* Location	*GS: TLA* Location
Aroma	+11	0	0	0	+3	+2	Restore everyone's PP	–	Shaman Village (after Trial Road is completed)
Blitz	+10	+4	+3	0	0	0	Numb a foe with a lightning strike	–	Yampi Desert (post pounding puzzle)
Breath	+9	0	0	+3	+4	0	Restore HP quickly	–	Shrine of the Sea God
Breeze	+12	+5	0	+2	0	+1	Boost party Resistance	Kolima Forest	2nd party randomization; may find in SW Atteka Islet (need Lift)
Ether	+8	+4	0	0	+3	+2	Focus will to restore PP	–	Garoh (need Reveal)
Gale	+10	0	0	0	+5	+3	Blast enemies with a wind strike	–	Treasure Island (area with Lift puzzle boulders/ledges)
Gasp	+12	+5	0	0	0	0	Call the Grim Reaper on your foes	–	Trial Road (need Lift)
Gust	+9	0	+2	0	+2	0	Attack with mighty wind gusts	Bilibin	2nd party randomization; may find in SW Atteka Islet (need Lift)
Haze	+10	0	0	+2	+3	+3	Hide away to avoid damage	–	Apojii Islands (need Sand)
Kite	+8	+4	0	0	+3	0	Attacks twice next round	Vale Caves	2nd party randomization; may find in SW Atteka Islet (need Lift)
Luff	+11	+5	0	+2	0	+1	Seals a foe's Psynergy	Babi Lighthouse	2nd party randomization; may find in SW Atteka Islet (need Lift)
Lull	+11	+6	0	0	0	0	Negotiate a temporary cease-fire	–	Loho (after Magma Ball is obtained)
Smog	+9	0	+3	0	0	0	Veil a foe's vision in smoke	Lamakin Desert	2nd party randomization; may find in SW Atteka Islet (need Lift)
Squall	+10	0	+5	0	0	0	Paralyzes a foe with a storm	Altmiller Caves	2nd party randomization; may find in SW Atteka Islet (need Lift)

Name	HP	PP	ATK	DEF	AGL	Luck	Effect	*GS* Location	*GS: TLA* Location
Waft	+11	0	+4	0	0	0	Calm a foe with soothing scents	–	Gondowan Cliffs (need Piers' Frost Psynergy)
Wheeze	+9	+3	+5	0	0	0	Poison a foe as you strike	–	Southwest of Tundaria Tower (dead end)
Whorl	+9	0	+4	+2	0	0	Take a deep breath, and strike	–	Jupiter Lighthouse (east tower)
Zephyr							Boost party Agility with swift wind	Fuchin Temple	2nd party randomization; may find in SW Atteka Islet (need Lift)

Venus (Earth) Djinn



Name	HP	PP	ATK	DEF	AGL	Luck	Effect	*GS* Location	*GS: TLA* Location
Bane							Attacks with nature's venom	Crossbone Isle Cave	2nd party randomization; may find in Treasure Island (just before the boss)
Crystal	+10	+5	0	+2	0	0	Restore HP to all allies	–	Yampi Desert Cave (requires Teleport, Scoop in moving sand)
Echo	+9	+4	+3	0	0	0	Attack with a double strike	–	1st Djinn (joins automatically)
Flint	+8	+4	+3	0	0	0	Strikes a blow that can cleave stone	World Map south of Vale	2nd party randomization; may find in Treasure Island (just before the boss)
Flower	+12	+4	0	0	0	0	Refresh allies and restore HP	–	Taopo Swamp (can get right after receiving the boat)
Geode	+12	0	+6	0	0	0	Strike with a clod of earth	–	Atteka Inlet (need Lift)
Granite	+9	0	0	+2	+2	+1	Create a mighty earthen barrier	Kolima	2nd party randomization; may find in Treasure Island (just before the boss)
Ground	+9	+3	0	0	+3	0	Use gravity to hold a foe	Kalay Docks	2nd party randomization; may find in Treasure Island (just before the boss)
Iron	+11	0	0	+2	+3	0	Bolster the party's Defense	–	South tip of Indra, by Madra
Meld	+9	0	0	0	+4	+1	Launch a powerful team strike	–	Islet Cave (turtle cave, end of trading sequence)
Mold	+8	0	+4	0	+2	+1	Strike a foe	–	Prox (take low ground path through top middle, then use Scoop)
Mud	+10	+4	0	0	+3	0	Slow a foe with sticky mud	–	Gabomba Statue (need Cyclone from Madra)
Petra	+11	0	0	+3	0	0	Turn a foe to stone	–	North of Shaman Village
Quartz	+10	+3	0	0	+3	0	Revives a downed ally	Mogall Forest	2nd party randomization; may find in Treasure Island (just before the boss)
Salt	+9	+5	0	0	0	+1	Restore allies' status to normal	–	Contigo (dig in middle of bushes to right of entrance)
Sap	+10	0	+3	0	0	+1	Attacks a foe and steals its HP	Vault	2nd party randomization; may find in Treasure Island (just before the boss)
Steel	+9	0	+4	+2	0	+1	Siphon a foe's HP with a kiss	–	Gabomba Statue by the gears (after gear direction reversal)
Vine	+12	+4	0	+3	0	+1	Tangles a foe to drop its agility	World Map northeast of Lamakin Desert exit	2nd party randomization; may find in Treasure Island (just before the boss)



Golden Sun

Walkthrough

Golden Sun **tells the first part of the game's story, from the initial damage caused by Saturos and Menardi on the peaceful town of Vale to the cataclysmic lighting of the second elemental lighthouse. Along the way, your party meets new friends, conquers enemies, and solves puzzles.**

Chapter One: Prologue

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ At the prologue's start, grab Garet before heading south to the town's plaza and safety.
- ❑ Help Jenna's family rescue Felix by getting someone from the town's plaza to assist you.
- ❑ Meet and battle Saturos and Menardi.
- ❑ Three years later, grab your friends Jenna and Garet, and head to Kraden's house on the town's west side.
- ❑ While the priest isn't looking, sneak past him to the entrance of Mt. Aleph and the Sol Sanctum.
- ❑ Search inside Mt. Aleph for the secret entrance to the heart of the Sol Sanctum.
- ❑ Grab the four Elemental Stones!
- ❑ After escaping the Sol Sanctum, accept the Wise One's quest and prepare to leave town on your epic journey.

PSYNERGIES LEARNED

Catch (via Catch Beads item), **Move, Retreat**

DJINN OBTAINED

None

VALE *(Past)*

Golden Sun opens with the town of Vale in the midst of an emergency. The volcano overlooking town has come to life and is showering Vale with giant boulders. As you wake, your mother tells you to run to the safety of the town's plaza while she and your father help the other townspeople hold back a dangerous boulder.

Don't Forget Garet!



Before you leave your house to run to the town square, collect your best friend Garet. Head north from your house to find him trying to lug his belongings. Convince him to leave his stuff behind and flee to safety with you!

Run for Safety!



With a giant boulder threatening to smash the town of Vale, time is of the essence! Follow your mother's command and head to the main square in the southern part of town. Your path there is determined by the smaller boulders that crash down from the mountain and block your path! If the road you're taking is blocked, look for another one.

New Dangers



As you move south to the town plaza, watch out for monsters! While the townpeople are busy holding back the Mt. Aleph Boulder, monsters have invaded the city. Watch your party's health, while dealing with the monsters that confront you.

Trouble at the Docks





Before reaching the town plaza, a new emergency occurs. One of the children has fallen into the town's river and is in danger of drowning. Usually, the townspeople would use their Psynergy powers to rescue the lad, but everyone is drained from holding back the boulder. You and Garet must find someone whose powers are fresh! Head east across the bridge, then south to the plaza to find people recharging their powers at the Psynergy Stone.

Tragedy Strikes



Tragedy strikes before anyone can rescue Felix from the river. The townspeople's strength fails and the Mt. Aleph Boulder crashes on the town. When the aftershocks subside, you and Garet are the only ones left standing. Run to the plaza to see if there is anyone else who can help the injured at the docks!

A Strange Couple

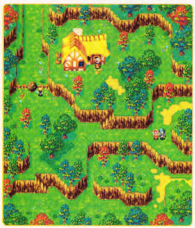


As you backtrack to the plaza, you encounter a strange-looking man and woman. When they find out you've been eavesdropping, they make sure you can't tell tales. You do not have the strength to defeat them, so they might wipe you out in the first round!

VALE *(Three Years Later)*

It is now three years after the fall of the Mt. Aleph Boulder and the town of Vale is still recovering from the losses they incurred that day. Isaac, Garet, and Jenna have been studying Psynergy, trying to increase their powers. They decided to team up with the scientist Kraden to learn the secrets of Mt. Aleph and the Sol Sanctum.











SHOP LIST

ARMOR SHOP

Cotton Shirt	20 coins
Travel Vest	50 coins
One-Piece Dress	25 coins
Wooden Shield	40 coins
Padded Gloves	10 coins
Leather Cap	30 coins

WEAPON SHOP

Long Sword	200 coins
Short Sword	120 coins
Mace	80 coins
Wooden Stick	40 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins

The Gang's All Here



The next part of the story finds Isaac helping his mom fix their roof. Jenna and Garet, who are anxious to head to their meeting with the scholar Kraden, join them. Relax as you learn what happened after the eruption three years ago.

Saturos and Menardi



On the way to Kraden's house on the town's west side, you run into two old foes, Saturos and Menardi. They are still trying to figure out what they did wrong in the Sol Sanctum three years ago. Although they are not pleased when they find you and your friends eavesdropping, they let you pass by without a fight.

Kraden



You are not the only one worried about Saturos and Menardi. When you arrive at Kraden's house, you find him ruminating over his visit with the duo. He is concerned about their interest in the Sol Sanctum's secrets and is amazed at how much they know. He decides to visit the Sol Sanctum to see if they've disturbed anything there, and invites you along.

Sneaking into Mt. Aleph



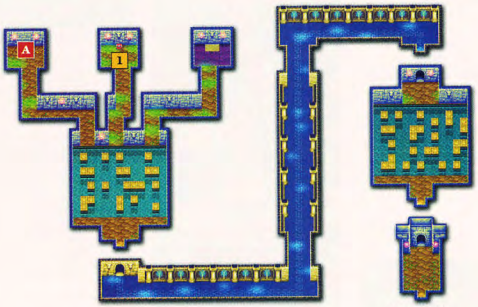
After the eruption three years ago, the town elders restricted the townspeople's access to Mt. Aleph. If you want to explore there, sneak by the priest guarding the entrance. Wait until he's on the opposite side of the healer's building before running to Mt. Aleph's entrance!

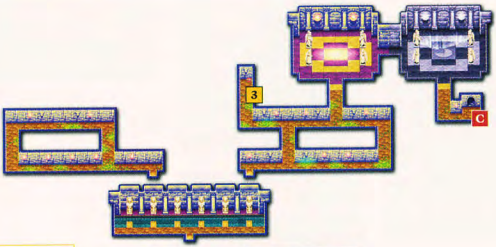
SOL SANCTUM

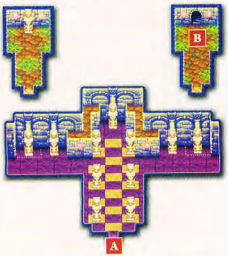
The Sol Sanctum resides in the heart of Mt. Aleph and is protected by many puzzles. This dungeon introduces you to the basics of exploring in *Golden Sun*.





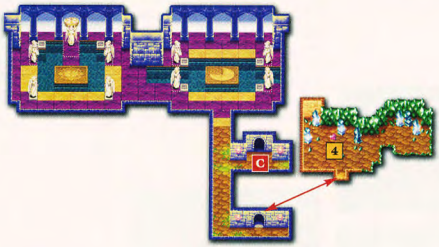


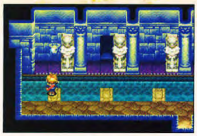






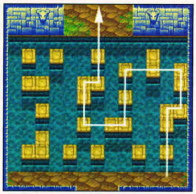
MAP LEGEND
1. Small Jewel
2. Small Jewel
3. Herb
4. Psynergy Stone





To find the real exit from the second statue room, look to the minotaur in the chamber's far left corner. Find the Small Jewel; it's in a chest in the hallway leading to the room.

Finding the Right Path

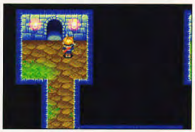


The first few rooms inside the Sol Sanctum feature large ponds dotted with stone steps. Isaac and his crew can only hop the distance of a single step, so study the map to see what path to take from one side of the room to the other. To help you with the first trip, use the solution above. The second pond is easier to cross!

The Hidden Door

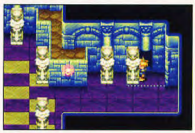






The second puzzle requires you to examine each of the three rooms on the other side of the second pool. The middle room holds a treasure chest containing a Small Jewel. Take the Small Jewel to the room on the right and insert it into the minotaur. This opens a door in the room to the left.

Moving Statues





The next two chambers require you to move statues to find the room's exit. If you can touch the statue, you can move it manually. If you are separated from the statue by an obstacle such as a stream, face it and use the Psynergy Move to shift it. Both Isaac and Garet know this skill, so use the character with the most PP.

The Secret of the Sol Sanctum



When you reach the final chambers of the Sol Sanctum, Kraden is disappointed to find no sign of an entrance to the Sanctum's secret chamber. Finding the secret is your job.

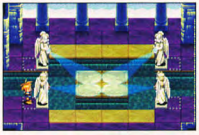
The final chamber is a two-story affair. While Kraden checks out the Luna Room, head upstairs to see what you can find. Move one of the statues in the room above the Luna Room to find out what caused the eruption three years ago!







When you trigger the trap in the Luna Room, Kraden suggests looking for another type of mechanism to disarm the Luna Room trap. Go to the second floor of the Sun Room and move the two statues at the top of the room onto the switches. This opens a circular hole in the floor. Stand in front of the hole, and use Move to pull the larger statue into the hole. This disarms the trap and allows you to shift the statues in the Luna Room.

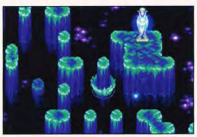




Moving the statues in the Luna Room's second floor causes the emblems on the first floor to change. The Luna Room becomes the Sun Room and vice versa. Head into the new Luna Room and examine the back wall to trigger the opening of a secret portal!

The Elemental Stones





The secret chamber inside the Sol Sanctum holds the four Elemental Stars. Kraden is keen to examine the stones to learn about Alchemy. When he asks you to bring the stones to him, head to the southeast corner and the Venus Star. Every time you grab an Elemental Star, platforms rise from the water, allowing you to reach the next stone. Grab the Stars in this order: Venus (SE), Mercury (NE), Jupiter (SW), Mars (NW). Before you get the final Star, Saturos, Menardi, and one of their henchmen appear!

Mt. Aleph Erupts Again!



The removal of the fourth Elemental Star, the Mars Star, destabilizes the special chamber, causing Mt. Aleph to rumble. Saturos and Menardi take off with three of the Stars and their hostages, Jenna and Kraden. The guardian of the Stars holds back the destruction of the Sanctum long enough for you and Garet to escape. Use Retreat to teleport to the beginning of the dungeon and run outside.

The Aftermath





With the loss of the Elemental Stars, Kraden, Jenna, Isaac and Garet must recover the Elemental Stars and prevent Saturos and Menardi from lighting the four elemental lighthouses. The town gathers at the town's gates to wish the adventurers well. Before leaving the city, visit the shops in Vale to prepare for your trip!



Chapter Two: The Adventure Begins

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Talk to the townspeople of Bilibin about the curse threatening their village.
- ❑ Meet the Venus Djinni, Flint, outside of Vale on the road to Vault.
- ❑ Talk to the townspeople of Vault to learn about the rash of thefts that occurred during Mt. Aleph's eruption.
- ❑ Meet Ivan at the Mayor's house. He joins your party temporarily while you are in Vault.
- ❑ Use Ivan's Mind Read skill on the strange-looking man standing on the ledge over the shrine.
- ❑ Conspire with Garet and Ivan to capture the thieves upstairs in the Inn and read their minds.
- ❑ Explore the Inn's attic
- ❑ Defeat the three thieves
- ❑ Leave Vault and go east to Goma Cave.
- ❑ Meet with Ivan a second time and invite him to join your adventure.
- ❑ Defeat the Mars Djinni, Forge, in the depths of Goma Cave to compel him to join your party.

PSYNERGIES LEARNED

Mind Read, Whirlwind

DJINN OBTAINED

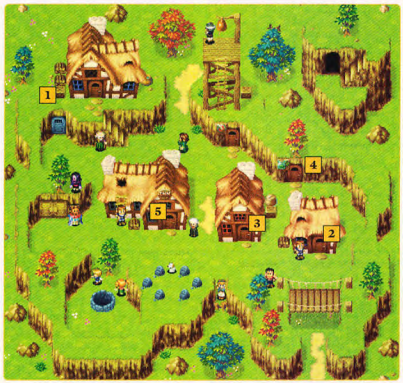
Flint, Forge

VAULT

When you arrive at Vault, the townspeople are in a tizzy over a series of thefts that occurred during Mt. Aleph's eruption. The hunt for the truth (and the missing goods) revolves around three strangers staying at the Inn and a strange boy kept under surveillance at the Mayor's house. Talk to these people to figure out what's going on.

MAP LEGEND

1. Nut	**4. Sleep Bomb**
2. 7 coins	**5. Mint**
3. 4 coins	



SHOP LIST

ARMOR SHOP

Travel Vest	50 coins
Wooden Shield	40 coins
Padded Gloves	10 coins
Leather Armlet	180 coins
Leather Cap	30 coins
Circlet	120 coins

WEAPON SHOP

Long Sword	200 coins
Short Sword	120 coins
Battle Axe	280 coins
Mace	80 coins
Magic Rod	380 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins



The First Djinni



While you were in the Sol Sanctum, the Wise One mentioned that the loss of the Elemental Stars released the Djinn into the world. The first of these elemental helpers lurks outside of Vale on the road to Vault. When you approach him, he offers to join your party and help you search for his brothers. In addition, Flint gives you a tutorial about Djinn. Set him to one of your characters before continuing on your quest!

The Merchant Caravan



When you arrive at Vault, you are greeted by the hasty exit of a large merchant caravan run by Master Hammet from the city of Kalay. Spooked by the rash of thefts in Vault (the master's Shaman Rod was one of the items taken), and the eruption of Mt. Aleph, Master Hammet and his crew are looking for a safe place. When they discover that the bridge to Kalay is gone, they head north to the town of Lunpa. Later in the game, you rescue the hasty merchant from this bad decision!

Ivan's Troubles



Master Hammet's assistant, Ivan, has been left behind in Vault to recover the stolen Shaman's Rod. The townspeople are sympathetic to his plight but unable to help him. Look for him in the Mayor's house in the northwest. Go there and talk to him to learn about his unusual powers!

The Hunt for the Shaman's Rod





Offer to help Ivan find the Shaman's Rod to gain a new companion in your quest while you are in Vault! Use Ivan's Mind Read skill to find out what the townspeople are thinking. Use this skill on the guy in purple above the shrine and on the innkeeper to learn something interesting.

Suspects in the Inn





If you try to talk to the two suspicious characters on the Inn's second floor with Ivan in your party, be prepared to meet with resistance. If you withdraw from the room, Garet and Ivan conspire with you to catch them. Garet blocks the exit, while you and Ivan try to catch one between you. After you trap one of the thieves, Ivan uses his Mind Read power to determine the truth behind the thefts!

Finding the Thieves' Stash





After you interrogate the two thieves in the Inn, you must find their stash. Head outside and discover that the ladder to the Inn's roof is no longer blocked. The boy who is supposed to be fixing the hole is missing! Climb inside the hole and move the large crate to get into the attic. There you find the missing worker and the stolen goods!

Boss Battle: The Three Thieves!



Freeing the worker prompts the thieves to storm the attic to try to protect their stolen booty. Regardless of their excuses and information about the probable status of Master Hammet in Lunpa, don't let them get away! Take on Thief 1 and 2 and the head Bandit, and subdue them until backup arrives.





Enemy Data

Thief 1 and 2

HP	PP	STR	DEF	WEAKNESS
110	0	42	5	None

Bandit

HP	PP	STR	DEF	WEAKNESS
224	0	46	8	None

This battle shouldn't prove too difficult if you use your Psynergy talents well. Attack all three thieves at once with spells such as Quake, Flare, Zap and Whirlwind. Bring the Djinni, Flint, into play. Flint's special attack is strong and, after he's on standby, you can use him to summon the power of Venus.

The Aftermath



After you defeat the thieves and recover the stolen goods, it's time to continue your journey. Unfortunately, Master Hammet's fate causes Ivan to leave your party and head to Lunpa. Don't worry about Ivan. You will see him shortly. Visit the Mayor for a special reward.

NOTE

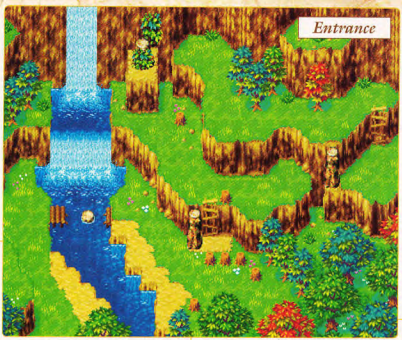
The Bell Tower's Secret



Something interesting happens if you ring the bell at the top of the Bell Tower. The Djinni hiding behind the trees runs for the safety of the cave in the northeast corner of town. Unfortunately you do not have the skills yet to reveal the entrance to the cave. Revisit Vault later.

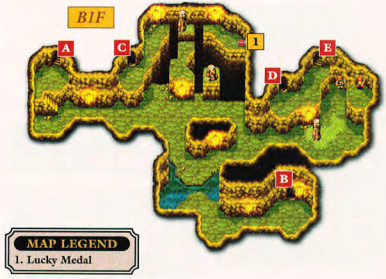
GOMA CAVE

Goma Cave is northeast of Vault. Go east from town and over the first bridge. Head northeast and over a second bridge to reach the cave's entrance. Goma Cave is straightforward, and it's the only passageway from Vault to the Bilibin.













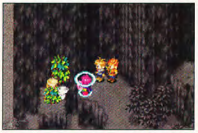
Why Goma Cave?



It may seem odd to head to Goma Cave when Ivan is facing problems in another town. But you do not yet have the skills to break into the barricaded town of Lunpa. Don't worry, later you will get your chance to help your new friend....

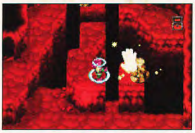
A Chance Meeting





Getting to the entrance to Goma Cave is easy until you try to move the vine-covered stump blocking the equally vine-covered door. The Move skill won't move the obstacle. Fortunately, Ivan shows up and strips the vines off the stump with Whirlwind! Use Whirlwind to clear the ivy covering the cave's entrance.

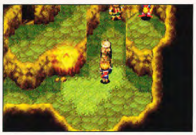
Creating Stepping Stones





Sometimes you have to create your own paths through a cave. For example, to continue to the exit on floor B2, you need to create another stepping stone in the pond. Head upstairs to floor B1 and use your Move skill to push the large stump off its pedestal and down into the pond.

Djinni Alert: Forge the Mars Djinni

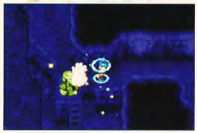






To get to the second Djinni, make preparations ahead of time. Move the pillar on the lower level of floor B1 until it forms a jump point between the two ledges by the Djinni. When you reach the ledge on your way to the first floor, you can hop over and add Forge to your Djinni collection. Unlike the first Djinni you met (Flint), you must defeat Forge in battle before he will join your party. Hit him hard and fast with your most powerful attacks before can escape! If he escapes, leave the floor and return to battle him.

The Final Step



Before you leave Goma Cave, provide yourself with a permanent shortcut in case you need to visit the towns on the other side of the mountain range. Push this large stump off the ledge and into the stream below. When you need to pass through the cave, use the stepping stone to bypass floors B1 and B2!



Chapter Three: Problems in Kolima Forest

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Talk to the townspeople of Bilibin about the curse threatening their village.
- ❑ Seek an audience with Lord McCoy, the Mayor of Bilibin, and offer to help end the curse.
- ❑ Recruit the Jupiter Djinni, Gust, in Lord McCoy's underground warehouse.
- ❑ Head to the Bilibin Barricade and discover the secret entrance.
- ❑ Check out the curse when you enter Kolima Forest or the village of Kolima.
- ❑ Find the entrance to the corral in Kolima and recruit Granite, the Venus Djinni.
- ❑ Go into Kolima Forest to find the Great Tree, Tret, King of Kolima Forest.
- ❑ Enter Tret's trunk and seek out Evil Tret. Battle the Jupiter Djinni, Breeze, who lives on a branch at the tree's top right side. Defeat him and he'll join your group.
- ❑ Defeat Evil Tret to release the tree's gentle side.
- ❑ Head to the Bilibin Cave to travel to the north end of the continent and the Mercury Lighthouse.
- ❑ Stop by the village of Imil and find the healer, Mia.
- ❑ Recruit the Mars Djinni, Fever, from the cave beneath the frozen waterfall in Imil.
- ❑ Meet Mia at the Mercury Lighthouse. Band together to find out who's invaded this sacred building.
- ❑ Find the Mercury Djinni, Sleet, on the third floor of the lighthouse in the room with the five waterfalls. Defeat him to add him to your collection.
- ❑ Defeat Saturos at the top of the Mercury Lighthouse.
- ❑ Fill an Empty Bottle with the healing waters of the lighthouse.
- ❑ Return to Kolima Forest and heal Tret to dispel the curse.
- ❑ Get your reward from Lord McCoy in Bilibin, then head southeast to the Kolima Bridge.

PSYNERGIES LEARNED

Frost, Ply

DJINN OBTAINED

Breeze, Fever, Granite, Gust, Sleet

BILIBIN

The citizens of Bilibin are getting nervous about their future. When you arrive, you learn why. It seems that their Mayor promised to build his wife a grand palace. Unfortunately, his team of lumberjacks tried to cut down Tret, the King of Kolima Forest, waking his "evil" side and causing him to curse the people of Kolima. The human-looking "tree" at the town's entrance is the product of that curse. Hopefully, the curse's effects won't spread as far as Bilibin while you try to heal Tret!

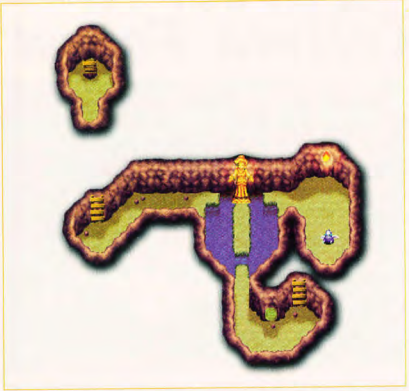




MAP LEGEND

1. Herb	5. Hard Nut
2. 5 coins	6. Elixir
3. Antidote	7. Smoke Bomb
4. Sleep Bomb	

PRIMAGAMES.COM



SHOP LIST

ARMOR SHOP

Leather Armor	240 coins
Travel Vest	50 coins
Travel Robe	200 coins
Bronze Shield	500 coins
Leather Gloves	220 coins
Leather Armlet	180 coins
Open Helmet	180 coins
Wooden Cap	400 coins
Circlet	120 coins

WEAPON SHOP

Long Sword	200 coins
Broad Sword	1,000 coins
Hunter's Sword	520 coins
Battle Axe	280 coins
Heavy Mace	500 coins
Bandit's Sword	700 coins
Magic Rod	380 coins
Witch's Wand	860 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins
Elixir	10 coins
Sacred Feather	20 coins

The Curse of Kolima Forest





As you enter Bilibin for the first time, examine the strange tree outside the town's entrance. Its human form should make your reach for Ivan's Mind Read skill. Use it to confirm the tree's past humanity.

On the Right Track



Talk to the villagers in each town to learn the recent whereabouts of Saturos and his band. In Bilibin, you learn that they crossed the mountain to the snowy village of Imil. Imil is near the Mercury Lighthouse, one of your next travel objectives!

The Source of the Curse





Speak to the citizens of Bilibin to learn about the curse afflicting the region. Lady McCoy's desire for a mansion is at the heart of the conflict. However, while Lord McCoy is worried about the ramifications of the curse, his wife is concerned about the effect this is having on the house she so desires! Talk to the guards and convince them to let you have an audience with Lord McCoy to see what you can do to help end the curse.

Three Wee Lads





The problem with being teenaged adventurers is that no one takes your abilities seriously! Such is the case when you and your team ask to be allowed to undertake the quest to end the curse. While Lord McCoy is tempted, his concern about your age outweighs his desperation. He won't prevent you from undertaking the task on your own… and what's more, if you succeed you'll get the treasure promised as a reward!

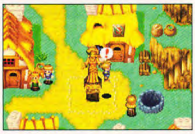
Hints About the Barricade



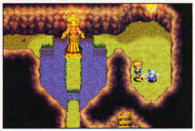
If you think Lord McCoy's refusal to give you the key to the barricade is a big wrinkle in your plan to reverse the curse, but you're wrong! Talk to the guards and the builders around Lord McCoy's home to learn that the barricade was hastily constructed and isn't that secure. Maybe your Psynergy powers will help you pass?

Djinni Alert: Gust the Jupiter Djinni





The stone border around the statue in the middle of the town should inspire you to move it around. If you do, you'll find a hidden stairway beneath the statue that leads into Lord McCoy's warehouse. To get to the Djinni hidden inside, you must find an alternate entrance. Look for an ivy-covered hole in the northwest corner of town. Use Whirlwind to clear away the vines. From inside, use Move to shift the statue blocking your way to the Djinni.



Gust joins your party when you touch him. Consider setting him to Ivan, although anyone can use him. Gust has a nifty wind-based attack that is a helpful addition to your arsenal.

NOTE

Pick a Box



After you heal Tret and convince him to put an end to the curse, Lord McCoy offers you a choice of rewards. Head to the Mayor's treasury and choose from one of the four chests arrayed before the guard. Their contents are, in order from left to right: Vial, Potion, Psy Crystal, Water of Life. The Water of Life is the best item to take, but the Psy Crystal is also helpful if you have a character that is constantly running out of PP.



BILIBIN BARRICADE

Lord McCoy of Bilibin ordered the barricade built to prevent the spread of the Kolima Forest curse. Fortunately for you, the barricade was hastily constructed of crates.



Move Those Crates!



Shift the crate on the left side of the barricade to the right with your Move power. On the way back, push the crate aside (without magical assistance).



When you pass through the barricade after your trip to the Mercury Lighthouse, you'll find that Saturos and Menardi have already been through, wreaking havoc as they passed. The three trees have been scattered all about the area. One of them has fallen into the water and is in danger of being swept away with the current. Step into the water and use Move to pull her to safety. Come back through after you end the curse, and the happy travelers give you a present (a Hard Nut) for your kindness.

Save the Trees!

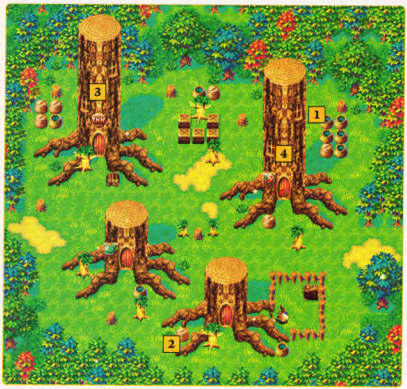


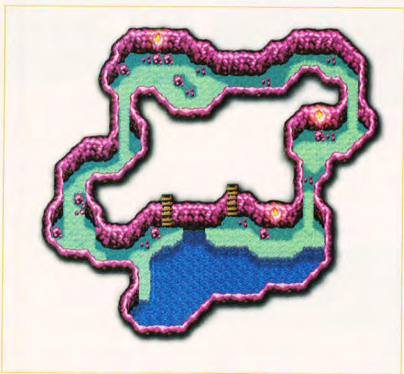
KOLIMA

If you visit the town of Kolima before healing Tret, you'll find all of its inhabitants turned to trees. You can read their minds to find out what happened, but that's about it. All shops and the Inn remain closed until the owners are returned to their normal state!

MAP LEGEND

1. Apple	3. Lucky Medal
2. Herb	4. 7 coins





SHOP LIST

ARMOR SHOP

Leather Armor	240 coins
Adept's Clothes	850 coins
Bronze Shield	500 coins
Leather Gloves	220 coins
Armlet	900 coins
Bronze Helmet	600 coins
Wooden Cap	400 coins
Circlet	120 coins

WEAPON SHOP

Broad Sword	1,000 coins
Hunter's Sword	520 coins
Broad Axe	1,400 coins
Heavy Mace	500 coins
Bandit's Sword	700 coins
Magic Rod	380 coins
Witch's Wand	860 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

The Curse of Tret!





This event happens when you enter Kolima or Kolima Forest for the first time (so if you see it here, you won't see it when you enter the forest and vice versa). The curse renews itself whenever a living being enters the town of Kolima or the forest. Sparkling spores fall from the sky and turn humans into trees. However, your Psynergy abilities protect you from the shape-changing spell, surrounding each of you with a protective sphere.



When the curse doesn't work, the spirits of the forest speak to you. Tret threatens destruction because of the lumberjacks' trespasses, while his friend, Laurel, begs you to try to awaken Tret's gentler side. The two great trees live in the depths of Kolima Forest, so go there!

Djinni Alert: Granite the Venus Djinni





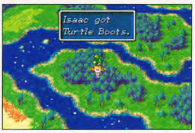
The Djinni is in a corral next to the house in the town's southeast corner. The entrance to the cave leading to the corral is not as apparent. The stairs are in the back of the house. The door is hidden from sight, so you must walk into the back of the tree.



Granite also joins your party without a battle. This Djinni adds a protective barrier spell to your Djinni's collection that reduces the damage you take from an enemy's attack. Get this Djinni before taking on Evil Tret in Kolima Forest!

A Hidden Treasure





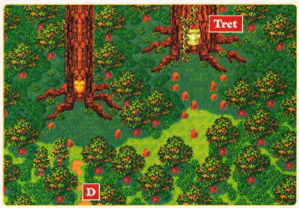
Read the minds of all of the townspeople before heading to the forest. The people in the house with the Djinni are hiding a secret. You'll get hints from the home's inhabitants, but you won't find out the truth until you save Tret and the curse is lifted. Or, just look at the second screenshot above and search the indicated ground on the World Map.

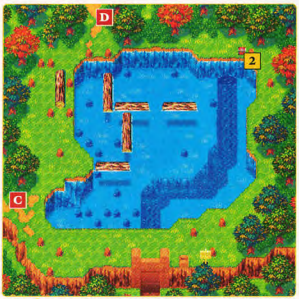
KOLIMA FOREST

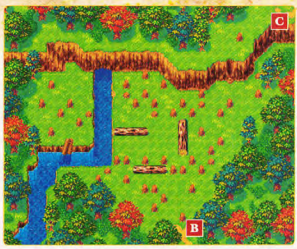
Kolima Forest is where this curse started. You see evidence of the lumberjacks' deforestation as you walk through the forest to find Tret. Push the downed tree trunks back and forth to clear the path through the woods.

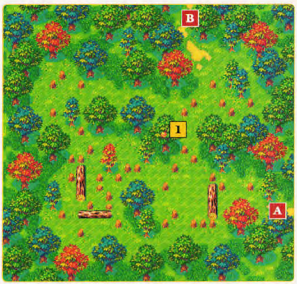
!CAUTION

Kolima Forest is filled with dangerous monsters. Before you enter, outfit your party with the best armor you can afford. Because you rely on your Psynergy attacks through most of the trip, weapon upgrades can wait until you have more money. Stock up on Herbs so you can save your PP for attacks instead of healing. Retreat to the forest's entrance whenever your HP and PP fall too low. You have to backtrack to Bilibin to heal yourself at an Inn, but it's worth it!



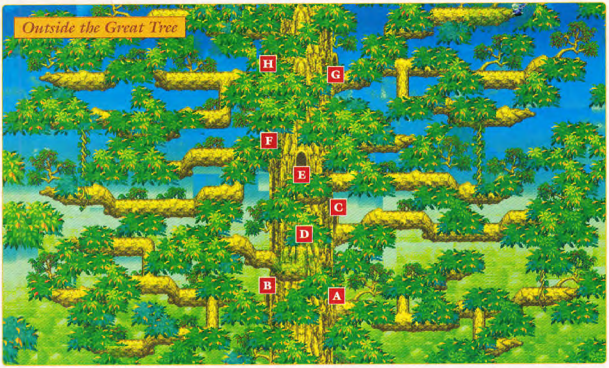


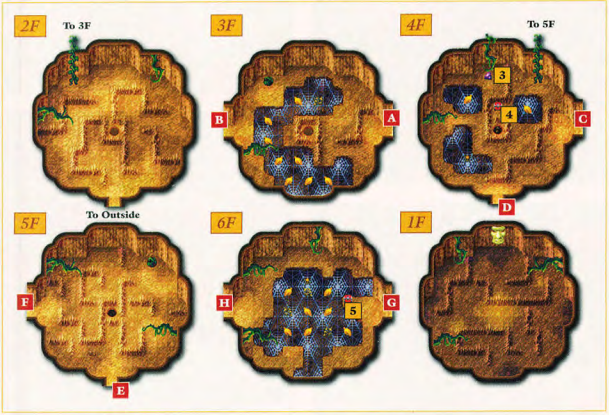






Inside the Great Tree Tret Maps





MAP LEGEND	
1. Nut	4. Healing Ring
2. Fur Coat	5. Nut
3. Psynergy Stone	

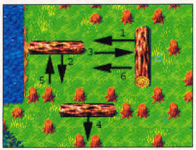
Log Removal



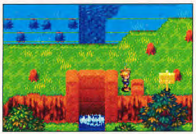
The stumps block your path through the forest. Push the fallen tree trunks out of your way. You may have to shift some tree trunks more than once!

The Trunk Puzzles

Having problems figuring out some of the tree trunk puzzles? Here are all the solutions!



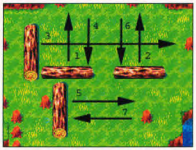
The first tree puzzle is in the map's third section. The goal is to free the way so you can push the vertical log into the stream.



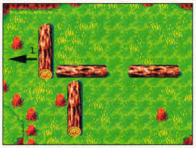


The second tree puzzle, on the map's fourth section, requires you to drain the pond and

rearrange the trunks so that they form a bridge after you reflood the pool. Rearrange the trunks twice to get the Fur Coat from the treasure chest. Leave the area to reset the trunks in their original positions in between trips.



This configuration gets you to the map's northeast corner where a treasure chest contains a Fur Coat.



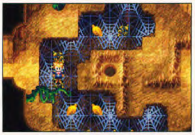
This configuration gets you to the section's exit.

Inside the Great Tree

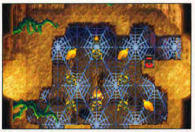


When you find Tret, you have to go inside of him to find out where his evil half is hiding. The trip through Tret's hollow trunk is straightforward. Climb to the top, then fall through the center of the spider's web to the bottom of the trunk!

The Spider's Web



You can step on the spider web floors wherever a leaf is caught in the web. Those leaves are fragile, and they crumple when you step on them. If you step on the shattered remains, prepare to fall to the floor below.



This works to your advantage when you need to fall down the holes in the center of each floor to reach Evil Tret's chamber on the ground floor. Cross the web to the center of the room, jump to the leaf next to the center tile, then hop back to fall through the web and down to the bottom of the trunk.

Djinni Alert: Breeze the Jupiter Djinni



On the top right of Tret's branches, a Djinni is hiding beneath the foliage. You must defeat Breeze in battle before he joins your party. After you defeat him, his ability to raise your party's magical resistance offers quite a boon!

Boss Battle: Evil Tret

Enemy Data

Evil Tret				
HP	PP	STR	DEF	WEAKNESS
710	36	89	27	Fire







Find Evil Tret on the chamber on the ground floor of Tret's trunk. Before you approach him, set your Jupiter and Venus Djinn to standby so you can use them to summon the second level spirits, Ramses and Atalanta. Have Garet hit Evil Tret with all of his fire-based attacks, while Isaac and Ivan heal and protect the party. Put Breeze's resistance raising skill to work protecting your party from Tret's Quake, Growth, and Thorn spells.

Next Stop?



Dispelling Tret's evil side doesn't heal him enough to dispel the curse and free the people of Kolima. Read the mind of Tret's sidekick, Laurel, to learn what to do and where to go next. It's on to the snowy north and the Mercury Lighthouse!



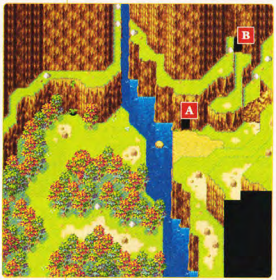
BILIBIN CAVE

Bilibin Cave provides passage through the mountains to the snowy lands where you find the village of Imil and the Mercury Lighthouse. The cave is short (especially compared to Goma Cave) and has few puzzles to distract you. Unfortunately, the cave's best treasures are out of your reach for the time being. Return to this cave to get them when your characters know the Psynergy spells Reveal and Douse.



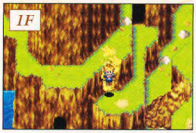


MAP LEGEND
1. Elven Rapier
2. Water of Life
3. Psy Crystal
4. Vial



An Alternate Entrance







The main entrance to Bilibin Cave is in the open. However the second entrance rewards you with an Elven Rapier. Set one of your Venus Djinn to Ivan or Garet to grant him the power of Growth. Use Growth to cause the sprout by the cliff on the river's left side to grow into a climbable vine. Climb on the ledge and hop over the stream. Slide down the slide cut into the rock face and head into the doorway on the right. Grab the Elven Rapier from the chest, then slide down the nearby slide to the cave's main floor.

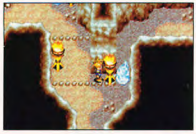
Use Reveal to Uncover a Secret Passage



One of the secrets you can uncover later in the game is a hidden passage that lets you climb onto the northern ledge on the cave's second floor. Cast Reveal while you stand in the half circle of stones by the Elven Rapier's treasure chest to find

the doorway. To get to the treasure room, you must have the skill Douse to create a stepping stone.

Fire and Ice Pillars





On the second floor of the Bilibin Cave you run into your first puzzles featuring puddles of water and ice pillars. The basics to solving these puzzles are as follows: Turn the puddles into ice pillars by either extinguishing any source of fire next to it with Douse or by freezing the water with Frost. You can melt any ice pillar acting as a barrier by moving a source of fire next to it. To get to the chest on the ledge containing a Vial, move a torch next to the ice pillar blocking the way.



When you have the skills Douse and Reveal, go to the puddle of water by the flame, and use Douse to put out the fire. The cave's cold temperature freezes the water into an ice pillar stepping stone. Head to the first floor and use Reveal to uncover the secret passage leading to the second floor ledges. Use the newly frozen ice pillar to reach the treasure room in the north part of the floor.

IMIL

The small village of Imil is at the mercy of a devastating cold virus. The only healer able to give the villagers any relief is the Mercury Adept, Mia. Unfortunately, because the healing waters from the Mercury Lighthouse dried up, any healing she can provide is only temporary. You need some of the water to completely heal Tret, so help her out!

SHOP LIST

ARMOR SHOP

Leather Armor	240 coins
Adept's Clothes	850 coins
Bronze Shield	500 coins
Leather Gloves	220 coins
Leather Armlet	180 coins
Open Helmet	180 coins
Wooden Cap	400 coins

WEAPON SHOP

Broad Sword	1,000 coins
Hunter's Sword	520 coins
Battle Axe	280 coins
Heavy Mace	500 coins
Bandit's Sword	700 coins
Magic Rod	380 coins
Blessed Ankh	1,600 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	7 0 coins



MAP LEGEND

1. 9 coins
2. Lucky Medal
3. Sleep Bomb
4. Lucky Pepper
5. Empty Bottle

Mia the Healer





When you first enter Imil, you learn that a bad cold is going around. The epidemic is so bad that the shopkeepers are laid low and unable to serve customers. The elderly couple in the house by the entrance are coming down with the cold and looking for Mia, the healer. Skate across the frozen river to the shrine and talk to the girl about Mia's whereabouts. Whether or not you visited the elderly couple, you learn that she just left to visit them.



Skating for Treasure





To get to the treasure chest on the snow-covered hill in the middle of the town, you must learn to skate. When you step on an icy surface, you slide in the direction you are facing until you run into a wall, bank, or other obstacle. To get to the treasure, you need to slide from rock to rock until you stop by the riverbank across from the stairs leading up the hill. Skate over and claim the Vial in the chest.

Djinni Alert: Fever the Mars Djinni





The Mars Djinni, Fever, lives within a cave beneath the frozen waterfall at the top of the river. To get to him you must move the snowman from the bank to the frozen river, then use it as a bumper to shoot yourself into the cave. Fever joins your party when you ask him.

Mia and the Lighthouse





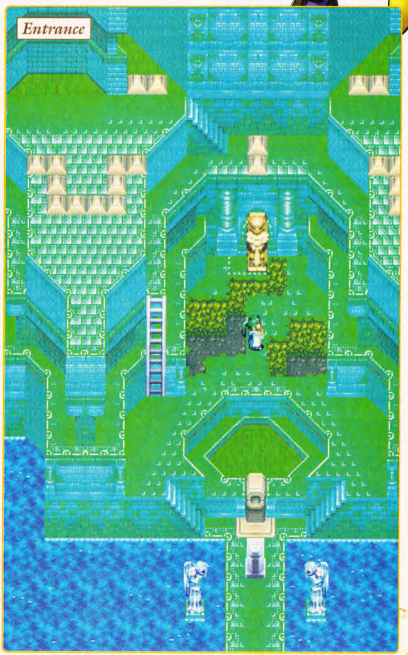
When you find Mia taking care of the elderly couple in the house by the entrance, she is too busy to talk to you. A blinding light appears from the Mercury Lighthouse sending Mia into a tizzy. She rushes to the lighthouse to see what's going on. Before rushing after her, grab the Empty Bottle from the treasure chest. You need it to hold a dose of the lighthouse's healing waters!

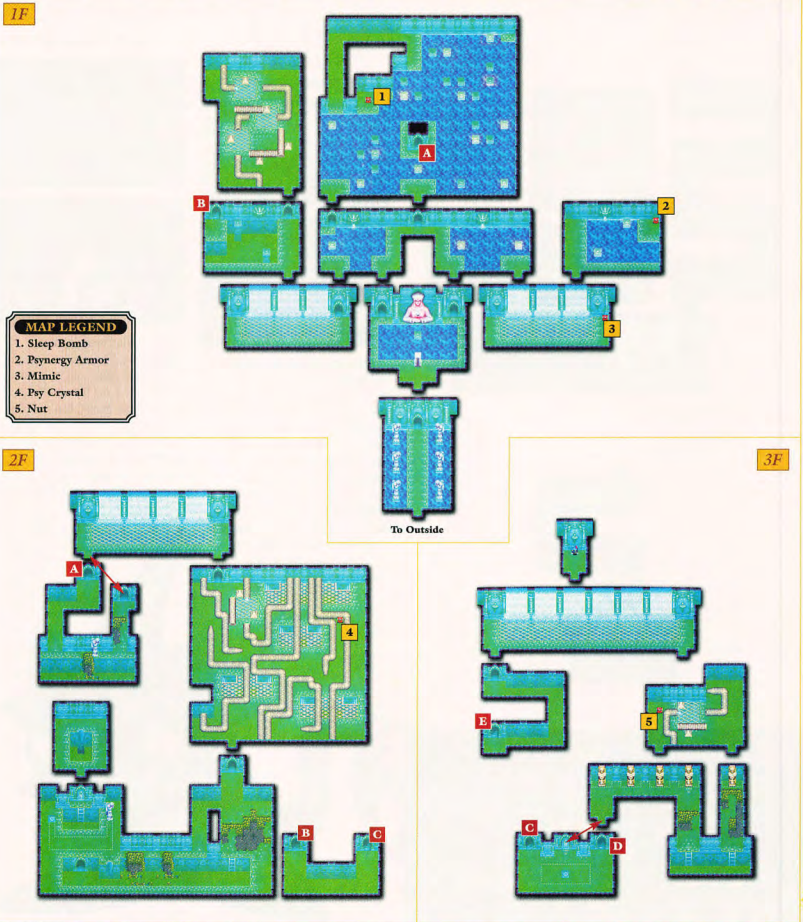


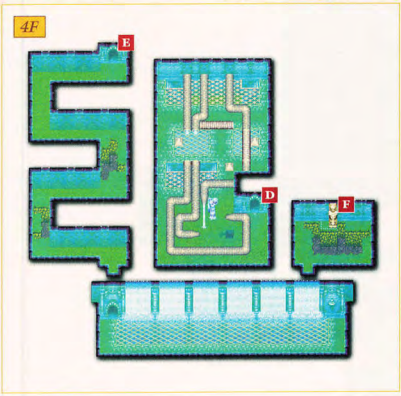
MERCURY LIGHTHOUSE

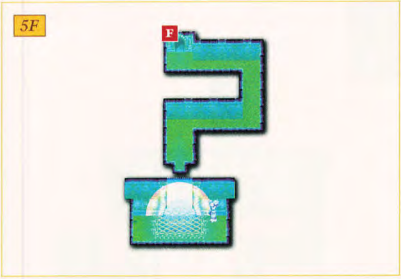
Remember from your discussions with the Wise One in Vale that the elemental lighthouses are major destinations in your quest. The blinding light seen from Imil means that Saturos and Menardi have already lit the lighthouse. If you hurry, you can stop them before they head to the next lighthouse on the list.





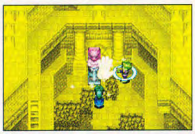

1F
1
A
B
2
3
MAP LEGEND
1. Sleep Bomb
2. Psynergy Armor
3. Mimic
4. Psy Crystal
5. Nut
To Outside
2F
A
4
B
C
3F
E
5
C
D







The Entrance to the Lighthouse





When you get to the entrance of the lighthouse, you run into Mia. She senses people within the lighthouse, but is confused because she and her assistant, Alex, are the only ones who know how to enter the lighthouse. Move the statue blocking the entrance, then defeat the monster in the foyer to let Mia into the lighthouse to begin her search. Don't worry, soon the four of you will join forces!

Follow the Leader





Follow Mia through the lighthouse. Head to the center of the first floor and hop over to the staircase on the small island in the main room. On the next floor, Mia's progress has been halted by a crevice in the ledge. Use Move to pull the statue on the opposite side into the hole, and Mia offers to join your party.



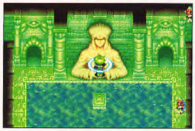
The Pipe Maze





The next big chamber you encounter is filled with segments of a water pipe. To solve this puzzle, move the pipes into position. Connecting the pipes causes the water spilling into the grates to flow normally. The jets of water now coursing out of the pipes push you out of the way when you walk in front of them. This can work to your advantage at times; if you want to get the Psy Crystal from the treasure chest in the room and reach the room's exit, you need to push the pipe segment out of alignment.

The Goddess Statue





After the pipe maze, push the statue in the next room on top of the button to open the sealed door. In the next chamber, slide down the slide through the hole in the floor. You emerge on the tile in front of the large statue of the Goddess. Hop over to the statue and cast Ply to endow your party with an amazing power. When you step on one of the blinking tiles in the water, you can walk up to three spaces on the water's surface before sinking. Use this new ability to travel around the main chamber on the first floor!

!CAUTION

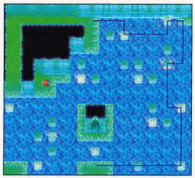
Watch Out for the Mimic!

When is a treasure chest not a treasure chest? When it is a Mimic! Mimics are monsters that look like treasure chests. When you disturb one, it attacks with tremendous force. These creatures have 500+ HP, so approach them with care.





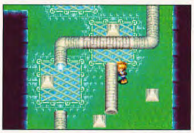
The Main Chamber



Wondering how to get around the main chamber? Use the solution above to reach the exit in the southwest corner.

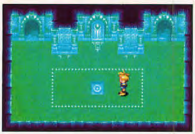
Pipe Puzzle #2



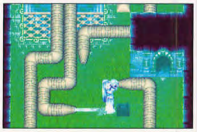


When you find the correct path through the main chamber, you'll find yourself in another conundrum. You need to fill the first room with water to cross it, but where do you get the water? Push the pipe pieces into place in the second room and the other room will flood in no time!

Pipe Puzzle #3







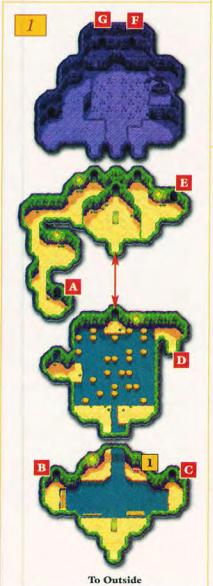
You need to use the force of the water jets to push the statue on the fourth floor through the hole in the floor, and onto the button that opens the door. Connect the pipes in this order: left, right, and middle.



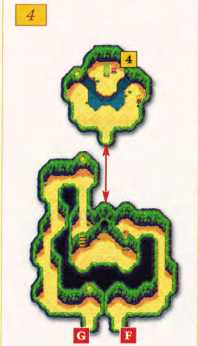
The Fuchin Falls Cave



After gaining Master Nyunpa's permission to enter the grotto and face the challenges inside, head down the cliff to the cave's entrance in the waterfall. The disciple standing guard has been informed of your charge and will let you enter.









MAP LEGEND
1. Mimic
2. Arctic Blade
3. Dragon's Eye
4. Orb of Force



The Fuchin Falls Cave is filled with log puzzles and spiky traps. To get to the cave's chief treasure, the Orb of Force, you need to read the puzzles on the plaques inside and solve them. Your first challenge revolves around a large statue of a one-eyed dragon!

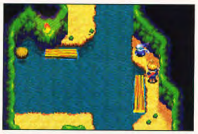
The Dragon's Eye



The path to enlightenment begins in the main chamber off the entrance. Use the stepping

stones embedded in the water to reach the door on the chamber's west side. From there, continue walking through the cave, riding logs from one side of ponds to another, until you find the chamber with the Djinni called Zephyr. Position the logs at the bottom of the chamber so you can ride across to the far bank, then ride the log at the bottom of the room to the exit at the top. Position the logs in the center of the next chamber so you can reach the middle door on the room's left side. Grab the Dragon's Eye from its resting place.

Djinni Alert: Zephyr the Jupiter Djinni

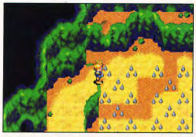




Getting to Zephyr is the easy part! Defeating him in battle is more difficult. Zephyr is quick and uses his wind-based attacks to devastating effect. However, when you defeat him, he joins your party and adds his ability books to your party's agility during a battle. This makes your party faster and more likely to attack first each round of a battle.

The Invisible Road





When you place the Dragon's Eye in its proper niche in the dragon statue, it comes to life and illuminates the room with its flame. In the process, the light casts a strange shadow on the floor. There is an invisible bridge from the ledge on the left side to the ledge on the north face of the chamber. Head there to cross into the chamber beyond.

The Orb of Force



The last thing to do in the Fuchin Falls Cave is to grab the Orb of Force. This item automatically endows the user with the Psynergy Force. This Psynergy goes by many other names in this part of the world. To the disciples of the Fuchin Temple it is the power of Ki, while to other martial artists it is similar to their power of Chi.

Back to the Master





After you have the Orb of Force, head to Master Nyunpa to learn how to use it in your travels ahead. This power will help you find the true path through the forest and keep you from getting lost!

Mogall Forest

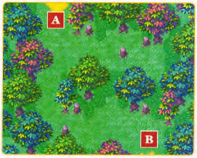
Mogall Forest is one of the most challenging dungeon areas yet! Do not attempt to cross it unless you have the Orb of Force. The reason is simple: The forest is a maze full of areas that repeat themselves over and over again. To find the true path through the woods, you need the unwitting help of the forest's denizens. Use Force to spook the creatures hiding in the giant tree stumps into running to safety, then follow the animals' trail. These stumps are in segments of the forest where you have more than one exit. Most of the monsters you scare from these stumps are harmless creatures, but watch out for the occasional Ape. These beasts are brutal, especially when they go on a rampage!

To World Map











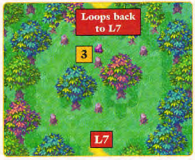


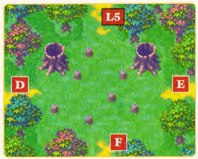










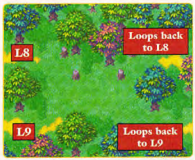




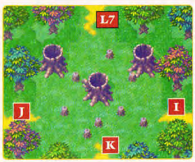


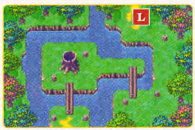








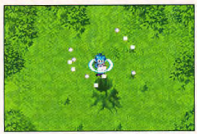


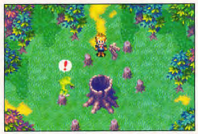


To World Map

MAP LEGEND	
1. Nut	3. Psynergy Stone
2. Apple	4. Elven Shirt

May the Force....

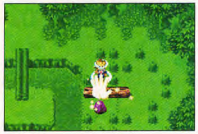




Whenever you see a stump in the Mogall Forest, cast Force on it to see what happens. A timid woodland creature pops out and runs for safety. Follow these creatures to see where they lead. No one knows the forest like the creatures who live here!

More Log Puzzles





More log puzzles await you in the Mogall Forest. The only new element in these puzzles are the stones you need to move into their indentations nearby.

Djinni Alert: Quartz the Venus Djinni





Look for the Venus Djinni, Quartz, midway through the forest. He's sitting in the open waiting for you to challenge him. During the battle that ensues, guard against Quartz's use of earth Psynergies like Growth, Briar, and Spire. Wind-type attacks work best against this Djinni, so come into battle prepared! Defeat Quartz to add the ability Resurrect a Fallen Ally during a battle. This is an invaluable skill, so keep Quartz set on one of your party members at all times!



Boss Battle: The Killer Ape

Enemy Data

Killer Ape

HP	PP	STR	DEF	WEAKNESS
1000	45	156	49	Fire



Beware when you get to the final stump. Use Force on it and nothing happens. But when you walk past it and try to leave the forest, the Killer Ape, will ambush you!





The Killer Ape has the potential to be dangerous to your party's health. Boost your team's defense and resistance while you battle the giant ape. In addition, you should dedicate a team member to healing after the battle hits its peak. The Killer Ape has a couple of defensive attacks like Bind on his side in addition to several powerful attacks like Douse. Have Isaac smite the beast with Ragnarok, and Garet casting his best fire attacks! At the battle's end, the Killer Ape drops the Douse Drop. This item enables the wearer to use the Psynergy called Douse.

Xian

The lovely town of Xian is home to the profitable silk trade, beloved by all successful merchants. However, your pals Saturos and Menardi have done their best to prevent the flow of trade from Xian to Tolbi, so the town's emptier than it would normally be. However, that's not the worst of its problems. The head of the local dojo's son hasn't returned from his trip to the Lama Temple. This has his sister worried about his plight, and their father, Master Feh, isn't sure how to feel.

SHOP LIST

ARMOR SHOP

Adept's Clothes	850 coins
Silk Robe	1,400 coins
Iron Shield	1,200 coins
Armlet	900 coins
Bronze Helm	600 coins
Wooden Cap	400 coins
Silver Circlet	1,300 coins
China Dress	1,600 coins

WEAPON SHOP

Broad Sword	1,000 coins
Battle Rapier	2,900 coins
Broad Axe	1,400 coins
Battle Mace	2,600 coins
Bandit's Sword	700 coins
Magic Rod	380 coins
Witch's Wand	1,600 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

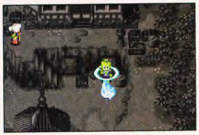


MAP LEGEND

1. Lucky Medal
2. Elixir
3. Sleep Bomb
4. Antidote

Djinni Alert: Mist the Mercury Djinni







Before you head up the hill to talk to Master Feh at the dojo, it's time to recruit another Djinni. You have to find a way to reach the ledge he's waiting on. Interrupt the woman carrying water as she goes to pour it into the barrel and make her spill the water on the ground. Use Frost to turn the puddle into a handy ice pillar and use it to step over to the Djinni's ledge. Mist joins your party without a fight, adding his ability to lull enemies to sleep to your arsenal.

Meeting Master Feh





Head up to the dojo in the town's northeast corner and seek an audience with Master Feh. He is talking to his daughter when you enter, but his assistant promises he'll get you in if you can prove your strength. Stand on the white line and use Force to knock down the tree trunk. The assistant requires you to complete this feat a second time before he believes it's not a fluke. When Master Feh leaves his office to speak with you, he'll ask that you perform the task a third time while he watches.

Feizhi's Predictions

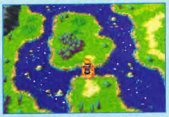




Master Feh's daughter, Feizhi, recently developed the ability to predict the future and it is driving her scientifically-minded father insane. Although her predictions have all proven true, Master Feh is having a hard time believing her most recent vision about his son, Hsu. Feizhi is afraid that something bad has happened to him and wants someone to check it out. Talk to her at the town's entrance before you leave.

!NOTE

Djinni Alert: Corona the Mars Djinni





After you leave Xian, head north until you run into a bridge crossing to a forest-covered island. Wander around the island until you run into Corona. Defeat him in battle to add him to your collection of Djinn. Corona knows a more powerful version of Granite's defense-boosting spell.



Alpine Crossing

The Alpine Crossing is basically a three-way intersection at the base of the mountains. Through the crossing you can go to the mining town of Altin in the north or Lama Temple and Lamakin Desert to the west. Unfortunately the road to the west is blocked by boulders thanks to Saturos and Menardi! If only you could lift them away....



MAP LEGEND
1. Power Bread

Hsu and the Boulders

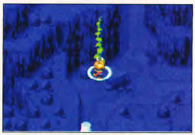




The saga of Hsu continues when you enter the Alpine Crossing for the first time and run into Feizhi looking frantically for her brother. He is stuck among the tumble of boulders littering the western side of the pass. However, you can't see him

until Master Hama from the Lama Temple gets involved!

Treasure Hunting at the Crossing





There's a puddle in the road and a small vine growing alongside the northern ledge. Use Frost on the puddle and Growth on the vine, then follow the ledges to a chest containing a loaf of Power Bread.

The Hsu Saga Continues



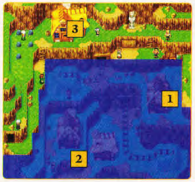




After you visit Lama Temple and learn the Psynergy Reveal, you can go to Alpine Crossing and help Master Hama and Feizhi free the trapped Hsu. If you choose not to go back, they will manage on their own, but it is more fun to help out! Use Reveal on the cliff wall to uncover a hidden door. Walk through the short cave and use your Lift Psynergy to hold the boulder up long enough for Master Hama and Feizhi to pull Hsu clear.

Altin

The town of Altin is in the mountains, built around a series of mine shafts. Unfortunately, this normally dry town has been flooded by a series of water-spitting Living Statues. The flooding is so bad that most of the townspeople cannot access their homes or businesses! Your job here is to defeat the Living Statues and return the town to its normal, dry state.



MAP LEGEND

1. Nut
2. 9 coins
3. Sleep Bomb

SHOP LIST

ARMOR SHOP

Chain Mail	2,000 coins
Adept's Clothes	850 coins
Silk Robe	1,400 coins
Iron Shield	1,200 coins
Gauntlets	1,600 coins
Armlet	900 coins
Iron Helmet	1,600 coins
Silver Circlet	1,300 coins
China Dress	1,600 coins

WEAPON SHOP

Claymore	4,000 coins
Battle Rapier	2,900 coins
Broad Axe	1,400 coins
Battle Mace	2,600 coins
Bandit's Sword	700 coins
Magic Rod	380 coins
Witch's Wand	1,600 coins
Psynergy Rod	3,800 coins

POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

The Flood







When you first arrive here, the only parts of town that aren't flooded are the highest ledges ringing the center of town. Fortunately, that part includes the inn. To rid the town of the floodwaters (and gain access to the shops!), you must defeat the Living Statues responsible for all the water. Three of them are plaguing the town, and when you defeat one, the water level in the city drops accordingly. Look for the first Living Statue in the southwest corner.

Treasure Hunting in the Mines





Start your treasure hunting in Altin by moving the statue at the top of the town. Behind it is a cave containing a treasure chest with a rare Psy Crystal.



Drying out the Shops







Because there are three Living Statues, there are three drops in water level. These drops in water level correspond to the three ledges that hold the city. Defeating the first monster drops the water below the ledge with the entrance to the second mine shaft, freeing the owners of the Item Shop to return to their shop. Defeating the second one drains the water enough for the Armor Shop to open. Getting rid of the third clears the town of the floodwater, allowing you to purchase new weapons at the Weapon Shop and access the third mine shaft.



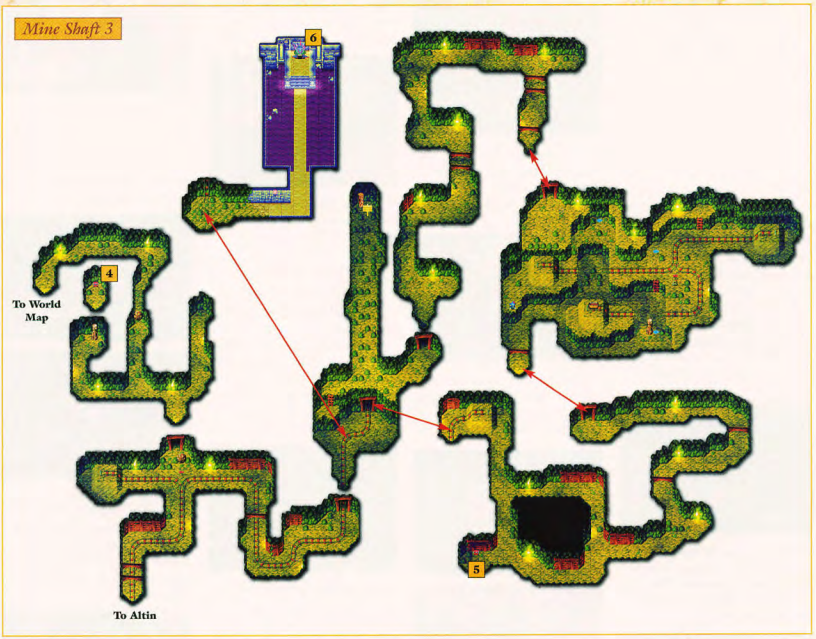
Altin Mines





MAP LEGEND

1. Mimic
2. Dragon Shield
3. Cookie
4. Vial
5. Lucky Medal
6. Lifting Gem



Mine Shaft 1: Introduction to the Living Statues





When the first Living Statue spots you coming, it takes off for the first mine shaft. This is the only statue you have to chase down, and its route gives you a couple hints about getting through the rest of the mines.

The Living Statues are not difficult to defeat, and if your HP/PP is depleted at the end of the battle, you can sleep off your battle fatigue at the inn. Use Garet's Fire Psynergy to inflict the most damage, followed by Isaac's wonderful Ragnarok.

Enemy Data

Living Statue

HP	PP	STR	DEF	WEAKNESS
540	34	149	44	Fire

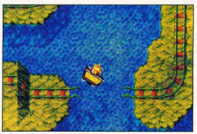


Mine Shaft 2: Two Levels, Two Living Statues

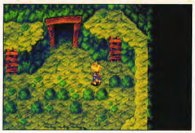
The second mine shaft holds the remaining two Living Statues. When you defeat the first one, the water recedes far enough for you to reach the bottom level of the shaft where the second one dwells. Mine Shaft 2 also introduces a new type of puzzle to the mix: mine carts. To get to the Living Statues you must learn how to read the track switches (hint: the arrow above the actual switch points in the direction the track will take you) and figure out which direction takes you where you want to go. Hold on tight when you ride in the carts–there are breaks in the tracks and you'll be thrown around.



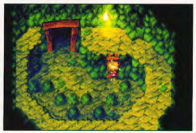
The easiest way to figure out the tracks' destinations is to follow them as far as you can. Then you'll know which way to set the track switch.



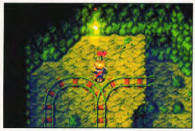
These breaks in the track don't pose much of a threat. The track is curved to allow you to jump the gap!



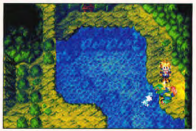
Use the Psynergy Lift to get the treasure in the room beyond. Return here after you defeat the Hydros Statue in the third mine shaft.



Defeating the Living Statue on the top level drains the water so you can enter the lower level through this room.







To get to the final Living Statue, set the track switch to go right. Freeze the puddle between the two ledges and use it to hop over to the mine cart. Ride the mine cart to its end, then walk around the pool to the Living Statue.



When the battle is over, use the indentation in the rocks to slide to the main floor.

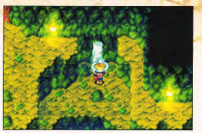
Mine Shaft 3: The Hydros Statue at the Heart of it All

Simply defeating the three Living Statues won't free Altin. You have to go after the source of the Living Statues. The chamber containing the Hydros Statue is hidden and requires much exploration to find.



In the main chamber of the mine shaft (this is the one with the mine carts), push the rock pillar to the left, then freeze the puddle of water into a pillar of its own. Make sure that the rock and ice pillars are evenly spaced apart so your party can hop over to the mine cart on the other ledge.



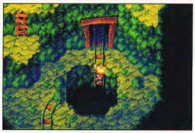


Ride the mine cart to the terminal in the room's northeast corner. Follow the walls of the northern ledge and freeze both puddles before climbing the ladder to the top.





The ledge takes you to a corridor filled with rocks. Weave through them to the back, where a sign warns you about falling rocks. Knock the support log down with Force to see why the sign exists!



The boulder punches a hole in the floor. Climb down the train track and into the boss's chamber.

Djinni Alert: Spritz the Mercury Djinni





Spritz hides out of sight in the southwestern corner of the main chamber in the third mine shaft. To get to him, ride the mine cart to the west, jumping over to the ledge where the Djinni waits. Defeat Spritz in battle to get him to join your party.

Boss Battle: The Hydros Statue

Enemy Data

Hydros Statue

HP	PP	STR	DEF	WEAKNESS
1,300	80	156	53	Fire







Hidden beneath Mine Shaft 3 is a secret chamber where the Hydros Statue waits for you. The Hydros Statue is a larger, meaner Living Statue. Attack it with fire-based attacks and use your Djinn to your advantage, calling them out to use their unique abilities to protect your team, then combining their powers to summon stronger forces such as Tiamat. If you had no problem defeating the Living Statues, you should feel confident using those strategies on the Hydros Statue. At the end of the battle, the Hydros Statue dissolves, leaving behind a chest with the all-important Lifting Gem inside.

The Lifting Gem







When you claim the Lifting Gem after defeating the Hydros Statue, you can explore the areas that were blocked before. Head up to the second mine shaft to grab a Cookie hidden in a chest protected by a large, but Liftable, boulder. Use Lift to open the left side of the third shaft. This section contains a tunnel that takes you out of the mountains to the other side of the Alpine Crossing and Lama Temple.

Lama Temple

To the west of the Alpine Crossing lies another idyllic temple. The master here knows more about Ivan's past and your journey than she lets on. However, she teaches Ivan one of the most helpful skills in the game, Reveal, and gives you hints on how to cross the evil Lamakin Desert!



Restore your Soul



Similar to Fuchin Temple, the amenities at the Lama Temple are limited to a healer and a Psynergy Stone. If you need healing, this is the only way to go.

Master Hama's Riddle





Master Hama has been anticipating Ivan's arrival with your group. It isn't immediately clear, but it seems to have something to do with Ivan's true ancestry and his future as a Jupiter Adept.

Reveal





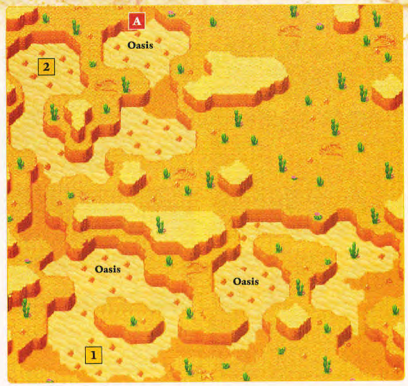
Reveal is the reason we're at the Lama Temple. Reveal allows you to uncover hidden secrets within a limited scope. Hidden items include secret doors, items contained in vases, boxes, etc., and other illusionary objects. In the Lamakin Desert, Reveal shows you the truth behind the mirages and allows you to find cool oases. To test the power of Reveal, check out the circle of stones to the temple's right.

Lamakin Desert

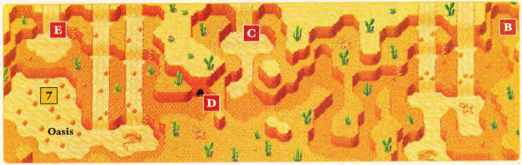
The Lamakin Desert is a vast expanse full of hot sand, dangerous creatures, and mirages. It is difficult to survive the trip through the desert unless you know where the cooling waters of the oases are. Unless you have the Psynergy, Reveal, in your arsenal, it is impossible to find those oases. Do not venture into this area unless you've learned Reveal from Master Hama in the Lama Temple!

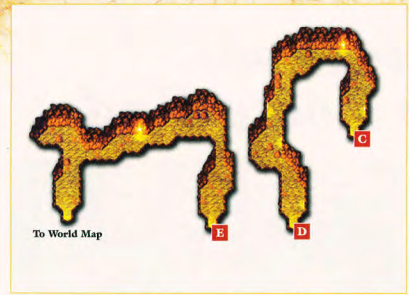
MAP LEGEND

1. Psynergy Stone	5. Lucky Pepper
2. Vulcan Axe	6. 777 coins
3. Psynergy Stone	7. Mint
4. Potion	









Desert Survival Basics



The desert is a hot place. So hot, that all of your party members remind you of it every couple of steps. The secret to surviving your journey here is to find and douse yourself in oases before your heat meter (shown on the game screen's left side) fills up. Go straight from oasis to oasis without stopping to treasure hunt!

When you take a swim, your heat meter resets to zero and you are good to go. If you fail to find an oasis before your heat meter peaks, then your whole party takes damage from heatstroke.





Find oases in the center of the rings of rocks decorating the desert. When you come across one, cast Reveal to see what's in the center of the ring. If the ring contains a pool of water, your party automatically jumps in and cools off. These rock rings may also contain Ant Lions, treasure chests, or a Djinni. Use the maps provided to make sure that you don't get caught in a trap!

Djinni Alert: Smog the Jupiter Djinni



Look for a Djinni in the center of one of the rock rings in the main part of the desert. Because he's hard to find, he rewards your diligence by joining your party without a fight! Smog can blind the enemy in a battle. This comes in handy when you face a tough boss.

Rivers of Sand



If you are feeling lost when you come to the last couple of areas in the desert, remember this: You can walk on sand. To cross these rushing rivers of sand, run across. In many cases, you find boulders in the midst of the stream to keep you from going too far downstream.



Boss Battle: Manticore

Enemy Data

Manticore				
HP	PP	STR	DEF	WEAKNESS
1,700	83	168	48	Water







The exit to the desert is guarded by a giant Manticore. Use water-based Psynergies and your Mercury Djinni to take out this fiery beast. To prevent him from decimating your party with his high-powered fire spells, use Bind to seal his Psynergy and boost your party's magic Resistance!

Chapter Five: Clearing Up Loose Ends

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Find the secret hiding place of the Venus Djinni, Vine.
- ❑ Go to Hammet's mansion at the north end of Kalay. Talk to Lady Layana about Hammet's whereabouts.
- ❑ Recruit the Mars Djinni, Scorch, from the Kalay Tunnels.
- ❑ Return to the town of Vault and read the mind of the dog by the circle of gravestones to learn about a secret cave.
- ❑ Travel through Vault Cave to reach the Venus Djinni, Sap.
- ❑ Return to Vale and use Lift to reach a small cave behind Kraden's house.
- ❑ Get the Halt Gem from Vale Cave.
- ❑ Recruit the Jupiter Djinni, Kite, from Vale Cave.
- ❑ Travel to Bilibin Cave to uncover the secret areas you couldn't reach earlier.
- ❑ Return to Kalay and talk to the tour group inside the Kalay Inn.
- ❑ Follow the tourists to the Kalay Docks and buy a ticket on the boat to Tolbi.
- ❑ Find the Captain's missing amulet and help the crew by protecting the oarsmen from sea monsters.
- ❑ When you arrive in Tolbi, backtrack around the lake shore to the north entrance of the Kalay Docks to recruit the Venus Djinni, Ground.

PSYNERGIES LEARNED

Halt

DJINN OBTAINED

Ground, Kite, Sap, Scorch, Vine

Kalay

Kalay is a thriving metropolis thanks to the business genius of the merchant Hammet. On his journeys he learned how to maximize his profits by dabbling in the silk trade between Xian and Tolbi. Unfortunately, Hammet has run into a bit of bad luck. He's been taken prisoner by the thieves in Lunpa and is being held for ransom. What is his poor wife supposed to do!?



MAP LEGEND

1. Nut
2. Sleep Bomb
3. Vial
4. Smoke Bomb
5. 11 coins
6. Elixir



SHOP LIST

ARMOR SHOP

Chain Mail	2,000 coins
Jerkin	2,400 coins
Iron Shield	1,200 coins
Gauntlets	1,600 coins
Heavy Armlet	2,000 coins
Iron Helm	1,600 coins
Mail Cap	2,000 coins
Silver Circlet	1,300 coins
China Dress	1,600 coins

WEAPON SHOP

Claymore	4,000 coins
Battle Rapier	2,900 coins
Great Axe	5,200 coins
Battle Mace	2,600 coins
Arctic Blade	2,600 coins
Bandit's Sword	700 coins
Magic Rod	380 coins
Witch's Wand	1,600 coins
Frost Wand	5,400 coins

POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

Djinni Alert: Vine the Venus Djinni



Between the Lamakin Desert exit and the town of Kalay lies an opportunity to add another Djinni to your collection. When you exit the desert, head north along the riverbank and look for a bridge that leads to an island. Wander around the island until you run into Vine, a Venus Djinni. Defeat him in battle and he joins your party.

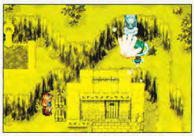
A Visit with Lady Layana





Your first stop in Kalay should be the mansion of Lord Hammet, Ivan's employer. Guards have barricaded the doors to protect Lady Layana's privacy. Let Ivan speak to them and you can see her. Kalay paid the thieves' ransom long ago and still no one has heard anything. As much as you'd like to help, the time isn't right. Lady Layana isn't too worried yet and you still need to collect a few items before you can safely infiltrate Lunpa and rescue the famous merchant!

The Kalay Tunnels



There are three entrances to the underground tunnel/sewer system beneath Kalay. The easiest to reach is in the town's northeast corner. Jump to the ledge from the second-story landing of the building nearby, and use Move to shift the statue away from the entrance. Until you rescue Lord Hammet, the only thing you can reach is the Mars Djinni, Scorch. After you free Hammet, return here to gain access to the treasure room and the mountainside exit to the tunnels.

Djinni Alert: Scorch the Mars Djinni





When you enter the Kalay Tunnels, look for Scorch sitting on a protected ledge by a waterfall. To get to him, push over the nearby statue in front of the waterfall. This causes the water to drain away, giving you the access you need. Solving the puzzle convinces Scorch to join your party.

Colossal Tours

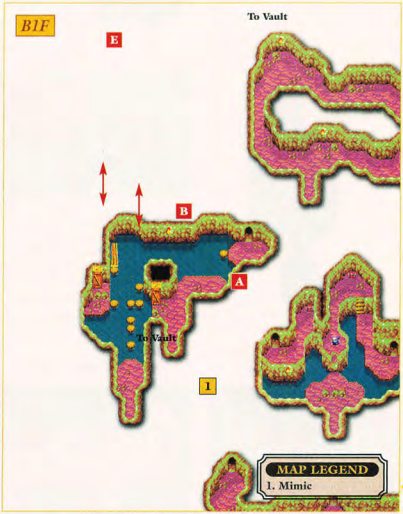




When you finish your errands to Vault, Vale, and the Bilibin Cave, chat with the impatient tourists waiting at the Kalay Inn. They are on their way to Tolbi for the Colosso, a yearly athletic event that draws visitors and contestants from around the continent. Talk to the group in the Inn, then follow the tour as they prepare to leave for the docks.

Vault Cave

Think back to your time in Vault. Remember the Bell Tower in the town's northeast corner and the Djinni hiding behind the trees? Well, now its time to go to Vault and get that Djinni!









Before heading to Vault, visit Lady Layana in Kalay. You'll know that the stage is set for this miniquest when you are welcomed back by the townspeople and learn that the thieves you caught have escaped from jail.

Welcome Back!



Bring a Dog a Bone





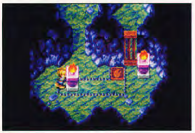
The dog hanging out by the graveyard knows a secret, but he requires a bone in exchange for it. Head to the kitchen at the Vault Inn and ask for leftovers. After you give the dog his bone, he scoots out of your way and gives you another vital clue. Use Reveal to see what shows up!

Flushing out Your Prey



Before you enter Vault Cave, flush out your prey. Head to the Bell Tower and ring the bell to frighten the Djinni into heading for the hills. That way he's in the right location when you reach the other end of the cave!

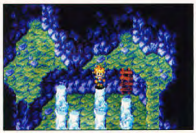
Fire Switches



It's hard to get through Vault Cave without getting lost in one of its maze-like corridors. This dungeon also introduces you to the Fire Switch. To activate these pressure plates, push or pull a lit torch onto the tile. This instance is easy to solve, but expect the second occurrence to be more challenging.

The Room of Puddles





The next big puzzle is easy to figure out. Use Frost to turn the puddles into handy ice pillars, then jump across them to the room's other side.

Open the Floodgates



Press the button on the wall to drain the water on the lower level. This lets you reach the cave's exit once you get there.

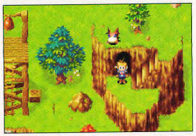
Raindrops on Torches





The second Fire Switch puzzle increases the stakes with the introduction of a leaky roof. As you push the torch around the floor, you must dodge the raindrops that threaten to put out the flame. First, get to know the pattern of falling droplets, then push the unlit torch out of your way. Loop the lit one around the column to the left, and push it onto the rain-slicked tiles as the droplet falls or immediately afterward. If the flame gets extinguished, leave the room to reset the puzzle.

Djinni Alert: Sap the Venus Djinni



The next stop is the cave's exit. Getting here proves your worthiness to Sap, and he joins your party when you meet him!

Sap can drain away an opponent's HP and give it to the summoner. This is handy in battles ahead.



Vale Cave

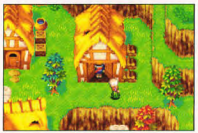
Return to Vale to explore the areas that were off-limits before. In addition to treasure hunting, catch up with your old friends and visit your parents. Be mindful of the promises you made upon setting out, thought lest you inadvertently upset some of them!

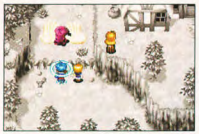




New Psynergies = New Places to Explore







If this is your first trip back to Vale since the start of the game, you can explore a couple of new areas. Look for a vine-covered doorway along the wall of the first part of town. Clear away the foliage to find a cave containing a chest of Power Bread. Next, look northeast for the locked barn. Its door is no longer locked, and a Psynergy Stone and 123 coins are inside! Finally, head back to Kraden's part of town. Use Lift to hoist the boulder blocking the path to the left of Kraden's abode and enter the small field behind. Inside you'll find the entrance to Vale Cave, our next destination.

The Format of the Cave

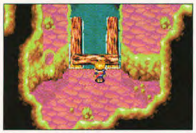
Explore Vale Cave to find the Halt Gem. This lets you temporarily stop time on an object or person. This Psynergy is key in later puzzles. The Jupiter Djinni, Kite, also hides in this cave. Your path through Vale Cave is roughly circular. Head to the left, and your path takes you to both of the cave's objectives before dropping you off at the entrance.



Use Reveal on this circle of stepping stones to reveal the missing link!



Move both of the crates into the water for ease of movement around the room.



When you approach from the upper ledges, solve this puzzle by pushing the two vertical logs into the water first, then rolling the horizontal one over them and into place.



The next stop is the Halt Gem. This allows you to freeze time for an object or an item. Use it in your upcoming struggle with Kite the Djinni.

Djinni Alert: Kite the Jupiter Djinni



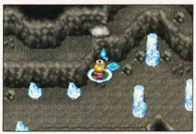




Kite wants to lead you on a merry chase! Stop his shenanigans by casting Halt on him when you get close enough. While he's frozen, rush up to him and claim him. Kite won't resist. This Djinni's claim to fame is his ability to make one team member attack twice in one round of battle.

Bilibin Cave (Return Trip)

While you are in the area, head to Bilibin Cave to finish old business. A couple of treasures remain unclaimed and you now have the skills required to find them.

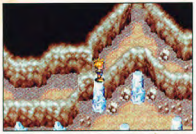




Enter the normal entrance and head to the small fire by the ice pillars. Use Douse to put out the fire and reconstitute the missing ice pillar.



Head to the spot where you found the Elven Rapier and use Reveal to uncover a hidden passageway. Cast Douse on the small fire blocking your path to end up on the main chamber's southern ledge.



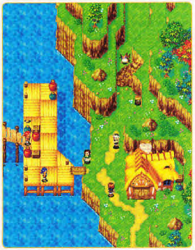
Follow the ledge around to the left and jump over to the other side of the room at the narrowest point. Use the newly frozen ice pillar to round the corner to a previously out of reach treasure room.



Inside the chests you'll find a rare Psy Crystal and a Water of Life!

Kalay Docks

Back in Kalay, after you witness the tour group event, head for the Kalay Docks. Business is stalled by the rash of sea monster attacks on ships sailing to and from Tolbi.





MAP LEGEND
1. Lucky Medal 3. Nut
2. 23 coins

Travel by Sea





To get to Tolbi, sail over Karagol lake. This giant lake looks like the ocean, and it's just as dangerous! After you finish your business in Kalay and on this side of the lake, purchase your ticket for the boat trip and head to the docks.

Mutiny on Board!









When you board the ship to Tolbi, you become embroiled in a variety of small dramas. The ship's captain is concerned about sailing across these dangerous seas. Many types of violent sea creatures have been attacking ships, going so far as to board the boats and attack the passengers! The captain wants to make sure that his paying guests have enough protection before he sets sail. In other areas of the ship, you find squeamish crew members and angry passengers. Keep your eyes open and see what you can do to ease tensions and get this ship sailing!



A Sailor's Life





When the ship sets sails, prepare yourself for battle, high-seas style! As the ship crosses the lake, sea creatures attack the boat and disable an oarsman before you can stop them. After you defeat the sea monsters, you get to choose a passenger to take over the oarsman's duties. This event repeats itself four times until you defeat the boss monster, the Kraken!

Boss Battle: The Kraken

Enemy Data

Kraken

HP	PP	STR	DEF	WEAKNESS
2,400	46	216	60	Fire





The fourth time the ship is attacked, it is by the giant Kraken. Heal your party members before going on deck to check it out. Set your Fire Djinn on standby so you can attack with them in the first round. The Kraken is susceptible to status ailment attacks, so stun, delude, and put the beast to sleep as often as you dare. Keep up your party's resistance to the monster's powerful water attacks, and heal them as necessary.

Strange Crew, Stranger Location





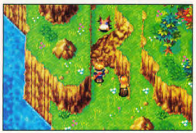






If you choose to crew the boat with the four men above in the order shown, in place of the fallen oarsmen, the ship veers off course and ends up on the shore of a strange island. Explore the isle to find the entrance to a secret dungeon. This is Crossbone Isle, and the cave isn't for the faint of heart. It's not for any team of characters under level 28! If your party isn't at that level, continue your trip to Tolbi and leave the cave unexplored. You'll find another way to it later!

Djinni Alert: Ground the Venus Djinni





To get to this Djinni in the Kalay Docks area, use the northern entrance to the town. When you land at the Tolbi Docks, exit and backtrack around the northern shore of Karagol. Enter the north part of the town from there and grab Ground without any hassle. After he joins your party, walk to Tolbi!



Chapter Six: The Colosso!

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Head west to Tolbi from the Tolbi Docks, leaving behind the whining tour group.
- ❑ Get the Mars Djinni, Ember, outside the Inn.
- ❑ Meet the Palace Guards outside Babi's Palace's entrance. Learn about the disappearance of the town's leader, Babi.
- ❑ Enter the Palace and eavesdrop on Iodem's conversation with the head of the Palace Guards.
- ❑ Explore the area west of Tolbi to find the Mercury Djinni, Hail.
- ❑ Go to Altmiller Cave to find Babi. Meet instead an invisible man and undertake his quest.
- ❑ Defeat the Jupiter Djinni, Squall.
- ❑ Find the Mystic Draught in the Altmiller Cave's depths and give it to the invisible man.
- ❑ Participate and win in the Colosso at Lord Babi's request. Get the Lure Cap.
- ❑ Return to Babi's bedroom after the award ceremony to get the Cloak Ball.
- ❑ Trek through the Gondowan Cave so you can take care of business in Lunpa before meeting up with Babi's second in command, Iodem, at the Gondowan Passage to Tolbi's south.

PSYNERGIES LEARNED
Cloak

DJINN OBTAINED
Ember, Hail, Squall

Tolbi Docks

At the end of your danger-filled journey across the Karagol Sea, you reach the Tolbi Docks. Like the docks in Kalay, there's little here other than the ticket office and angry passengers. The tour group from Kalay, while glad to be alive, is angry that it's missed Colosso's start. This is tough for the members who wanted to join the action.

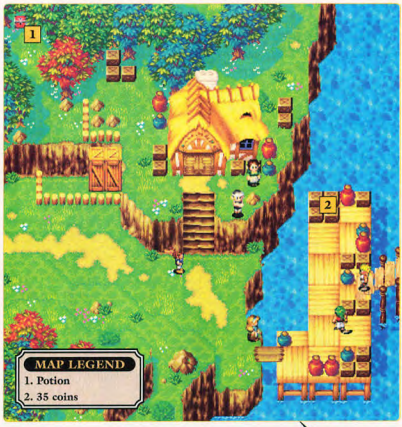
The End of the Line





Regardless of when you return to Tolbi (before or after the end of the Colosso), you find that ships no longer sail between Tolbi and Kalay. Yours was the last to make the trip!

Don't be concerned. If you have the Lifting Gem, you can use Lift to travel through Gondowan Cave, the mountainous bridge between the two towns.



Get the Treasure





To get the treasure at the northwestern corner of the docks, move the two tall crates into a more advantageous arrangement. Use the screenshot here as your guide to jump to that treasure chest!



Tolbi

Tolbi is one of the largest cities in *Golden Sun*. Not only is it home to the greatest fighting spectacular in the land, the Colosso, but it also offers many opportunities to gamble away your money, Game Tickets, and Lucky Medals. Visit the town's leader, Babi. He is a big fan of Alchemy and can shed some light on your quest.







SHOP LIST

ARMOR SHOP

Armored Shell	3,600 coins
Silver Vest	3,200 coins
Jerkin	2,400 coins
Knight's Shield	3,000 coins
Gauntlets	1,600 coins
Heavy Armlet	2,000 coins
Steel Helm	3,100 coins
Mail Cap	2,000 coins
Guardian Circlet	3,400 coins

WEAPON SHOP

Great Sword	7,000 coins
Master Rapier	6,800 coins
Great Axe	5,200 coins
War Mace	6,200 coins
Arctic Blade	2,600 coins
Bandit's Sword	700 coins
Witch's Wand	860 coins
Blessed Ankh	1,600 coins
Angelic Ankh	6,400 coins

POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins
Water of Life	3,000 coins

No Room at the Inn





After your horrific sail across the lake, you'll want to rest up. Unfortunately the Tolbi Inn is booked because of the Colosso (and the tour group with which you traveled). However, the makeshift inn on the first floor of Babi's Palace has beds. The leader here knows that beds are in short supply during the great sports festival, and always opens his doors to those in need.

Babi Is Missing

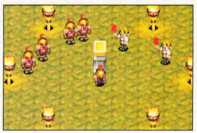




When you approach the walkway leading to Babi's Palace, watch out for the Palace Guards. They seek a missing man: the ruler of Tolbi. Head to the Palace and talk to Iodem to find out what you can do to help in the search.

Colosso





When you arrive in Tolbi, trials are underway for the final rounds of the Colosso.

You are so late to arrive that tickets to the great show are hard to come by. To sneak a peak at the trials, look in the Palace basement for a tunnel from Babi's Palace to the stadium.

The Lucky Fountain





Three types of gambling outfits await you in Tolbi. The first, and most profitable, is the Tolbi Spring. Here you can toss coins or Lucky Medals into the waters of the spring and wish for prizes. If you toss money, you win small amounts of money in return. However, if you toss in a Lucky Medal, the spirit of the fountain gives you a rare item in return. The closer the medal lands to the middle of the fountain, the better the prize.



Lucky Fountain Items

- ☐ Adept's Helm
- ☐ Assassin Blade
- ☐ Battle Gloves
- ☐ Burning Axe
- ☐ Cocktail Dress
- ☐ Earth Shield
- ☐ Glittering Tiara
- ☐ Grievous Mace
- ☐ Guardian Armlet
- ☐ Kimono
- ☐ Ninja Hood
- ☐ Potion
- ☐ Psy Crystal
- ☐ Spirit Armor
- ☐ Water of Life

Lucky Dice





Next up is the Lucky Dice shop to the Tolbi Spring's north. The price per toss is based upon your party's average level x 10 coins. (The average of my party's levels was 18, so we were charged 180 coins per toss.) The money you win is based on the number of matching die. A pair is worth the amount you bet; three of a kind equals your bet x 2 and four of a kind is worth your bet x 3. If you roll a Perfect (four of a kind) in one of the two suits listed in the upper left corner under Perfect Bonus, your usual winnings are multiplied by the number listed.

Lucky Wheels



The more tickets you use, the more ways you can win.



Freeze the wheels that give you the best chance of winning an item.



The final Tolbi gambling establishment is the Lucky Wheels house, in the shop above the northeast corner Tolbi Inn. Here you can use your Game Tickets (the things you get when you spend lots of money in the shops) to win at the slot machines. The number of tickets you bet on a single game is up to you, but the more you play (up to four tickets) the better your chance of winning something. In each game, you get five pulls of the slots and you can choose to freeze or unfreeze any of the five wheels after a spin. Some of the special items you can win only in the Lucky Wheels Slot Game are: Adept Ring, Fur Boots, Hyper Boots, Mythril Shirt, Quick Boots, Running Shirt, Silk Shirt, Sleep Ring, and the War Ring.

Djinni Alert: Ember the Mars Djinni





In the town's northeast corner, by the Tolbi Inn, is the Mars Djinni, Ember. Look for a vine seedling south of the inn outside the city walls and cast Growth on it to reach a puddle of water. Use Frost on the puddle to turn it into an ice pillar, then run to the front of the Inn. Use the ice pillar to hop over to the ledge with the Djinni and claim him. Ember has the awesome ability to restore PP to you and yours during a battle.



Djinni Alert: Hail the Mercury Djinni





On your way to Altmiller Cave, head northwest from Tolbi over two bridges until you reach an area bounded on all sides by mountains or rivers. Search the area until you battle the Djinni. Defeat Hail and he joins your party. Hail can freeze an opponent in battle.

Altmiller Cave

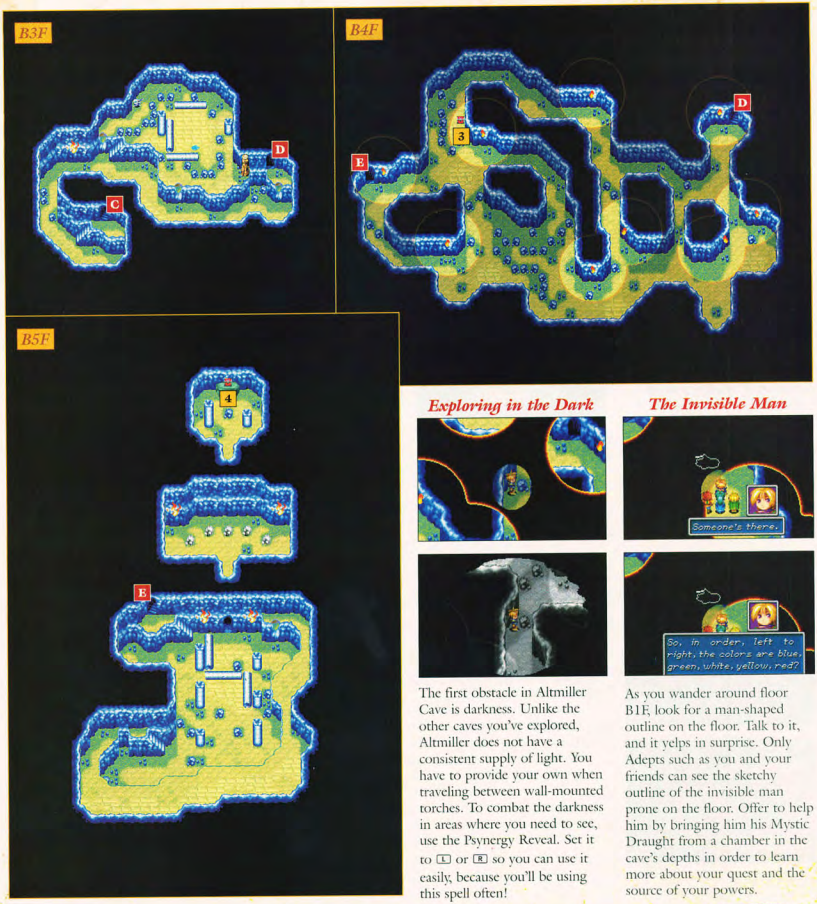
North of Tolbi lies Altmiller Cave's entrance. The ruler of Tolbi, Babi, comes here often on his own. When you learn that he's missing, it seems like the most likely place to start your search. However, Altmiller Cave holds more secrets than the location of the missing ruler. To start with, this cave is Dark! How will you overcome that problem without a torch?



MAP LEGEND
1. Mimic
2. Dragon Shield
3. Cookie
4. Vial
5. Lucky Medal
6. Lifting Gem







Exploring in the Dark

The first obstacle in Altmiller Cave is darkness. Unlike the other caves you've explored, Altmiller does not have a consistent supply of light. You have to provide your own when traveling between wall-mounted torches. To combat the darkness in areas where you need to see, use the Psynergy Reveal. Set it to L or R so you can use it easily, because you'll be using this spell often!

The Invisible Man

As you wander around floor B1F, look for a man-shaped outline on the floor. Talk to it, and it yelps in surprise. Only Adepts such as you and your friends can see the sketchy outline of the invisible man prone on the floor. Offer to help him by bringing him his Mystic Draught from a chamber in the cave's depths in order to learn more about your quest and the source of your powers.

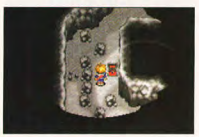
Djinni Alert: Squall the Jupiter Djinni





Look for Squall the Jupiter Djinni on floor B3F. He waits for you at the end of a tricky rolling log puzzle. Move the fallen pillars (in place of the traditional logs) out of your way so you can reach both the next floor's door and Squall. You must fight Squall to convince him to join your party. Hit him hard in the first round or he tries to flee in fear.

Boulder Mazes





Floor B4F contains a couple of difficult boulder mazes. Under normal lighting, these mazes would be irritating, but in the darkness they are treacherous! To figure out how to pass through these mazes to reach the floor's exit, use Reveal to illuminate the answer.

Spin the Rocks





To get the Mystic Draught the invisible man on floor B1F needs, you must solve the rock puzzle. When you reach the rock chamber, rotate the rocks on the right and left side of the arrangement. This causes a wheel of colored lights to appear on the back wall. Following the instructions given to you, rotate the rock that corresponds to the color shown at the wheel's top. The colors correspond to the rocks as follows (from left to right): blue, green, white, yellow, red. Match two colors to open the Mystic Draught's entrance.

Babi Found!





After you get the Mystic Draught, head upstairs to the invisible man and give it to him. The Mystic Draught gives the man enough power to move and turn off what is causing his invisibility, revealing him to be Lord Babi, the missing ruler of Tolbi. Babi is so impressed with your powers and ability that he offers you a spot among the finalists in Colosso.

The Colosso

The Colosso is Tolbi's big yearly event. Here the area's best fighters congregate to show off their strength and compete for places in the Tolbi Palace Guards. Normally, the participants have to first prove themselves in the feats of strengths that make up the Trials. If a competitor makes it past the Trials, he is allowed to compete in the final rounds of the Colosso: three elimination rounds that require not only strength of body to win, but also strength of mind! Only the best and the brightest warrior will win the Colosso.

When you return to Tolbi from Altmiller Cave, head to the Colosso grounds entrance and look for a troop of Palace Guards. They're looking for your group as well, so get near them and they whisk you off to the competitors' waiting room behind the scenes.



Find the guards waiting for you at the coliseum entrance to jump start your Colosso odyssey.

Colosso Basics

The rules for the final rounds of the Colosso are easy. The competitors are divided into groups of two. Athletes enter the current stage of the competition on opposite sides, where they must solve puzzles and overcome obstacles as they race toward the battle arena in the stage's center. Waiting for them in the arena are two pieces of equipment (weapons or armor). The first person to reach the arena gets his choice of equipment–and one piece is better than the other! When the second competitor reaches the arena, a one-on-one battle begins, the winner of which advances to the next round.







You have an advantage the other competitors don't: your friends and their Psynergy powers! At the start of each round, you are given special permission to place your friends at advantageous points along the sidelines. Talk to the attendants guarding each section of the stage to find out whether or not Psynergetic help is necessary, then choose the party member with the appropriate power to "cheer" there. The powers necessary for you to get through the first stage are clear-cut, but the latter stages have more sections and require you to make more difficult decisions regarding the placement of your friends.





You can solve most puzzles in the Colosso using the basic Psynergies supplied by items such as the Douse Drop or the Orb of Force. This means you can move these skills to different characters as you need. The best arrangement I found for this competition is as follows:

Garet: Orb of Force

Ivan: Douse Drop and Frost Jewel

Mia: Halt Gem and Djinni configured for Growth



Defeating the Enemy

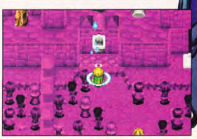




Most of the enemies you face in the Colosso are easy to defeat. Before you enter the Colosso, attach the Venus Djinni to Isaac. This way he can use Ragnarok and the Cure spells during battle. As you enter the battle arena, pick up any items on your way, but don't go after the ones that require detours. The goal is to get to the end first so you have your choice of equipment. However, expect your competitor to grab all three hidden items in each stage and use them in battle. He doesn't have your Psynergy powers, so after he's used his two Nuts and whatever attack item was placed in the stage, his tricks are over. You, however, can pound him with Ragnarok each round and heal yourself at will (or until you run out of PP). If you win the stage, your HP and PP are restored before you start the next stage.

Stage One





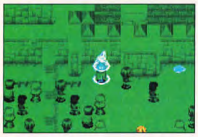


The first stage is the easiest to get through. It is made up of four stages, three of which offer you the opportunity to use Psynergy. Use Move in the first section to make sure the log is in place for Isaac to skip over the gap without exerting energy. Have another character cast Douse ahead of time to fill the left balance with water so that Isaac can use the right one to hop to section three without delay. Have your remaining party member cast Growth on the vine so Isaac can skip the bridge test. To get to the battle arena and the Padded Gloves, ride the log to the other side of the pool in the fourth and final section.



Stage Two





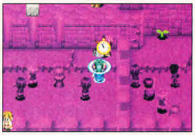


Stage Two ups the ante. You have five sections to run through before you hit the battle arena. Psynergy comes in handy in four of the sections. Fortunately for you, your three companions can use their powers successfully in only three sections. Set one friend in the second section where he or she can cast Halt on the person working the shifting steps. Halt freezes both the worker and the machinery so the stepping stones end up frozen in the center position. In the third section, leave another party member to cast Frost on the pool on the left side of the section. The resulting ice pillar allows Isaac to bypass the second part of the log-rolling. Skip to the fifth section (you can't get close enough to cast Growth on the vine in the fourth section) and place your last companion there where he or she can cast Force on the half-splintered log. This provides Isaac with an alternate route through the Boardwalk. When you get to the battle arena, try to grab the Chain Mail. It is stronger than the Cotton Shirt!

Stage Three









The final stage of the Colosso is the trickiest. You must cross six sections to reach the battle arena. Have one of your partners cast Frost on the puddle beneath the balance in the first section. This way Isaac doesn't have to waste time pushing the log into place so he can cross. Isaac can hop over stepping stones, so don't worry about having anyone positioned in the second section. Place another companion in the third section to cast Halt on the person working the wall wedges. Configure Isaac's Djinni so he can use the Growth Psynergy on the vine seedling in the fourth section (your companions are not allowed close enough to it to do the casting). Use the vine as a shortcut to the top of the wall. In the fifth section, have a friend cast Force on the log to push it into the conveyor belt, stopping it in its tracks. Isaac has to ford the final section on his own. Use the time you saved in the other sections of the stage to push the logs to the field's top and out of the log's way. Grab the Claymore in the battle arena and prepare for the fight.

Winning the Colosso





If you beat the final competitor in the Colosso, you win the Lure Cap. After the ceremony is over, follow Babi to his room and examine the Cloak Ball by his bed. After he notes your interest in the item, he'll loan it to you for the next section of your quest to the Babi Lighthouse. The Cloak Ball is the final piece of equipment you need to infiltrate the town of Lunpa and rescue Ivan's boss, the merchant Hammet!

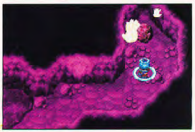


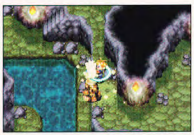


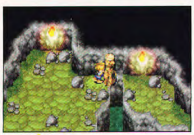
Gondowan Cave

Gondowan Cave provides a way through the mountains separating Kalay from Tolbi. As in Goma Cave, you can set up a shortcut for use on return trips. Because the boats no longer sail across the Karagol lake, this is the only way to go!

Shortcuts







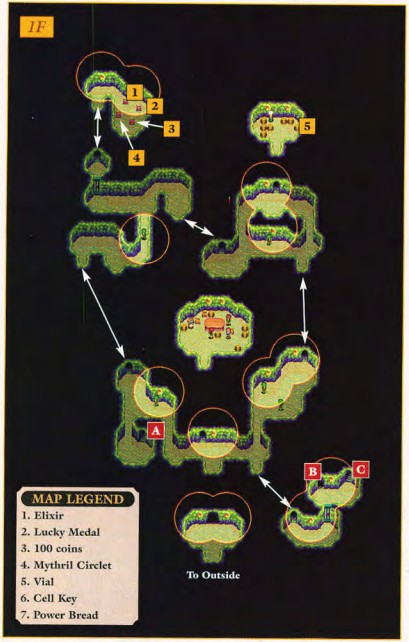
Gondowan Cave is short and straightforward. There is a shortcut to the right of the cave's entrance on the Tolbi side, but you cannot use it until you create a stepping stone across the river. So, instead of wasting PP casting Lift on the boulder in front of the passage, go to the left and take the long way around. When you get to the stump blocking the path, push it into the water, creating the shortcut! Walk along the ledge to get to the exit.

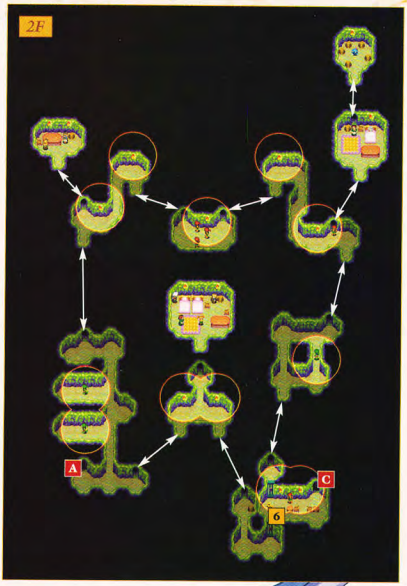


Lunpa Fortress

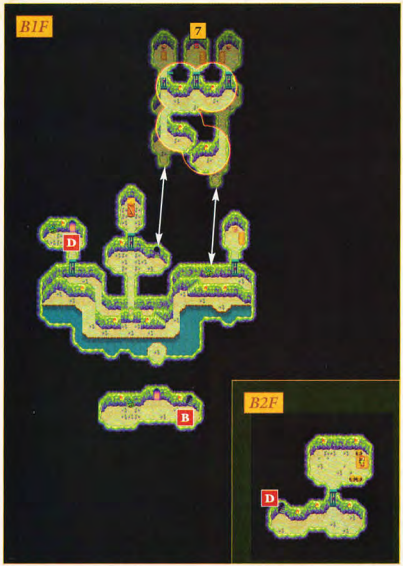
The main point of your trip to Lunpa is to infiltrate Lunpa Fortress and rescue Hammet from Dodonpa's clutches. The fortress is at the town's north, built into the surrounding mountains. To enter the fortress, much less survive inside its hallways, you must have the Cloak Ball. If you don't have this item, run to Tolbi and ask Babi for it!





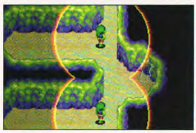


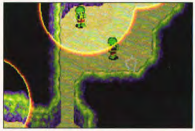




Cloaking 101







Before you enter Lunpa Fortress, you must have the Cloak Ball! This item, given to you by Babi in Tolbi when you visit his room after the Colosso award ceremony, allows the wearer to cast Cloak. Cloak uses the shadows to make the caster (and his or her party members) invisible to the naked eye. This spell wears off when the user comes into contact with light. The trick to making it into and through Lunpa Fortress is to stay in the shadows, and to reuse Cloak when it wears off. If one of the green-clothed guards catches you, you will be ejected from the fortress.

Infiltrating the Fortress









Still unsure about how to use Cloak? Let's test your knowledge by attempting to sneak past the guards outside the fortress. First, activate Cloak while you stand in the shadow of the left fence. Follow along the fence, staying in the shadows, and slink past the guard on the left. Exit the shadow where it ends behind the left guard and race to the doors. If you are too far to the right, the guards will spot you and wonder how you got so far.

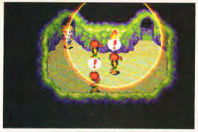
The Order of the Guards





Two types of guards patrol Lunpa Fortress. The most common are the green-suited Patrol Guards. If you see one, stay out of his line of sight and remain cloaked. They remove all intruders from the fortress on sight.







The second group of guards, the Security Guards, wear yellow outfits. These guards are trained to attack when they see an intruder. As long as you are prepared for a battle, you can confront these guards. Most of them are in areas where you cannot use the Cloak Psynergy, making confrontation unavoidable.



The Cell Key Is the Key



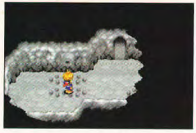




To open the locked cell doors throughout the fortress, you must get the Cell Key. Find the Guard's break room on the second floor. Stand outside the cell door on the room's northwest side, and use Catch to grab the key from its perch on the stool. Now you can go most anywhere in the fortress–as long as the guards don't catch you!

Reveal the Switches





Hammet's cell is in the depths of the fortress. To get there you must proceed through a maze of rooms on floor B1F. To enter that part of the fortress, use Whirlwind to wipe away any vines from the wall. Then use Reveal to uncover a switch that opens the door into the main part of the floor. Keep this arrangement in mind, for you have to do the same thing to enter Hammet's cell.

Boss Battle: Toadonpa

Enemy Data

Toadonpa

HP	PP	STR	DEF	WEAKNESS
2,800	0	266	52	Fire









Dodonpa has plenty of tricks to keep you from rescuing Hammet and depriving him of his cash cow. The worst of these tricks comes in the form of Toadonpa, a massive beast that can heal himself of 80HP at the end of each battle round. Attack him with everything you've got to overcome this. In addition to his healing trick, Toadonpa can cast powerful spells such as Dark Blessing, Thrash, and the poisonous Rotten Blood. Defeat him and you'll play a part in deciding Dodonpa's future.

Hammet's Rescue







After you defeat Toadonpa, and Dodonpa is locked in the

dungeon, head out of the fortress (use Retreat if you are in a hurry). Because you've been asked to sneak Hammet out of town so that the townspeople don't know of his escape, leave town via the west cave. Once inside, you find one of Hammet's disciples, Bunza, trying to sneak into town. Ask him to take Hammet to Kalay, but don't accompany them yet. You still have things to do here! Finish enjoying Dodonpa-free Lunpa, then head to Kalay and grab the treasures Hammet has placed for you in the cells in the sewers.

Djinni Alert:
Tonic the Mercury Djinni





Return to Donpa's chamber in the Lunpa Fortress after you hand over Hammet to the Kalay merchant Bunza. You still have to sneak past all of the guards, but the hassle is worth it. When you arrive, Donpa gives you permission to enter the chamber behind his where a Mercury Djinni named Tonic awaits. Tonic can heal your party of status ailments such as Curse, Sleep, and Delusion.

Gondowan Passage

Gondowan Passage lies south of Tolbi. The bridge remains locked in an upright position until you return there to meet with Iodem.

Update



Talk to the guards at the bridge to learn whether your foes have crossed. Unfortunately, you learn that they are already ahead of you.

Suhalla Village

Suhalla Village lies at Suhalla Desert's edge. This small town is lacking in amenities (it doesn't have a Weapon or Armor Shop), but the people are friendly and helpful when it comes to information about crossing the desert. Talk to everyone you meet!

MAP LEGEND

1. Hard nut	3. 5 coins
2. Lucky Medal	4. Smoke Bomb

SHOP LIST

POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins
Vial	500 coins
Potion	1,000 coins
Psy Crystal	1,500 coins
Water of Life	3,000 coins



Visiting the Wounded



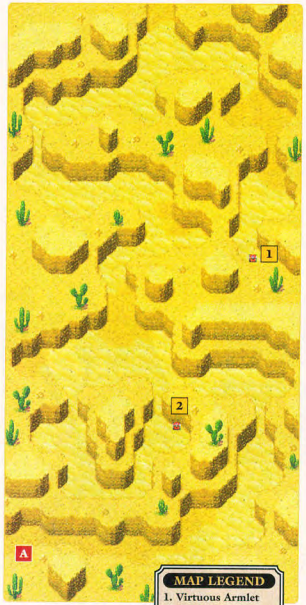


In the home in the town's southeast corner, you find two wounded soldiers who were a part of the detail escorting Sheba back to Lalivero. They were ambushed by some of the monstrous windstorms rampaging over the desert. Talk to them to learn what they know about these storms and the current whereabouts of the captive Sheba. Use Mind Read on them when their injuries start to overcome their senses.



Suhalla Desert

To reach Babi Lighthouse, you must first pass through the Suhalla Desert. It's not the oppressive desert heat that's dangerous to your party, but the winds. The desert has been overrun with tornado-spawning monsters. Because you can't escape their traps, enter the desert prepared with plenty of Nuts and other healing supplies!



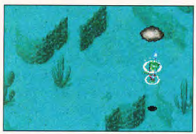


MAP LEGEND

1. Virtuous Armlet
2. Mimic
3. Cookie
4. Lucky Medal
5. Psynergy Stone

Beware the Windstorms!





Rogue windstorms are the most dangerous things about the Suhalla Desert. As you learned from the people in Suhalla, monsters lie at the heart of most of these storms, and the only way you can extract yourself from within a storm is by dousing the tornado with water.

Enemy Data

Tornado Lizard

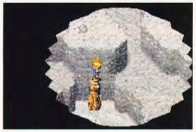
HP	PP	STR	DEF	WEAKNESS
530	37	267	74	Earth

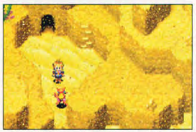


When you get caught in a windstorm (you'll find them in most of the desert's narrow passages), cast Douse to free yourself from the funnel cloud. Prepare to battle the monster at the heart of the storm, the Tornado Lizard. These beasts are tough foes. However, all of your battles will be four against one, giving you plenty of manpower to subdue the beast!

Djinni Alert: Flash the Mars Djinni



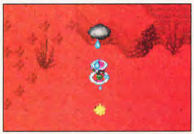






About halfway through the second part of the desert, you'll enter a mountain pass. If you cast Reveal on the ground, you'll find the path strewn with footprints leading into a secluded valley on the western side of the mountains. Use Reveal on the gap in the path to uncover a pillar you can use to cross, then look for Flash on the sandy floor. Defeat Flash in battle and he'll join your cause. Flash's special power is a stronger version of Corona and Granite's abilities–it protects your party from damage with a fire wall.

Boss Battle: The Storm Lizard



As you climb down the mountainous ledge into the final stretch of the desert, watch out for a roaming funnel cloud. When you get caught up in it, soak it with Douse, and prepare to enter battle with the Storm Lizard. This is the larger, stronger big brother of the Tornado Lizard.

Enemy Data

Storm Lizard

HP	PP	STR	DEF	WEAKNESS
2,900	42	291	86	Earth





The Storm Lizard is a tough boss to face if your party is battered from the trip, so heal and protect your party members while you attack this brute. The Storm Lizard is weak against earth-type attacks, so exploit that as much as possible. He doesn't fare well against fire-type attacks, allowing Isaac and Garet to attack while Ivan and Mia heal and protect.

The Path to Crossbone Isle



If you go through the cave by the Mars Djinni, you run into a large red tornado known as the hellstorm. Enter it to do one of two things: Use Douse on it and battle the Tempest Lizard within or ride it until you end up on Crossbone Isle (a secret location that doesn't appear on any map).

Enemy Data

Tempest Lizard

HP	PP	STR	DEF	WEAKNESS
3,000	45	295	94	Earth









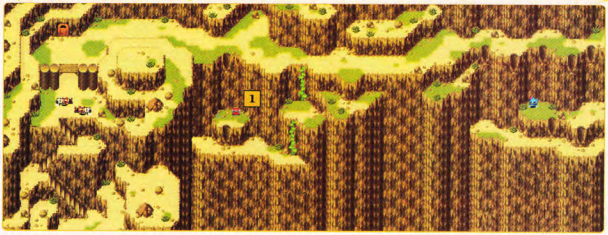


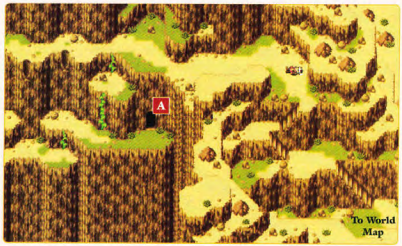
If you Douse the hellstorm, you have to face the Tempest Lizard. This monster is a stronger version of the Storm Lizard boss. It is fierce, but with good strategy and planning you can defeat it–especially if you take it on during a repeat visit to the desert! Like the other lizard monsters in the desert, this one relies heavily on wind-type attacks such as Wing Stroke and the devastating Sonic Slash.

Counter with powerful earth-type attacks to inflict the most damage on the beast. Isaac's Ragnarok attack is effective.









Should you decide to let the hellstorm take you where it wills, you end up on Crossbone Isle, home to the game's most challenging and difficult dungeon. You must have the following Psynergies to make it through to the end of the dungeon: Carry, Catch, Cloak, Frost, Halt, Move, and Reveal. In addition, your characters should be at level 25 or higher. The hellstorm that waits on the isle deposits you outside of Suhalla Village.

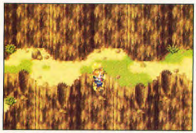
Suhalla Gate

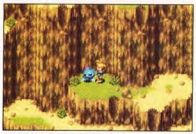
The search for Sheba heats up when you enter Suhalla Gate and find that Saturos and Menardi have left their mark on another group of soldiers. Here you learn that your foes have taken Sheba and are on the way to the Venus Lighthouse on the other side of the pass!





Djinni Alert: Dew the Mercury Djinni

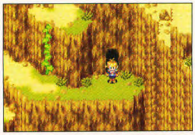






Upon the ledges along the mountain pass is the last Mercury Djinni. Dew requires proof that you are worthy of following, so you must defeat him in battle. After he joins your party, you'll find his ability to raise a fallen foe handy in a tough battle.

An Alternate Exit



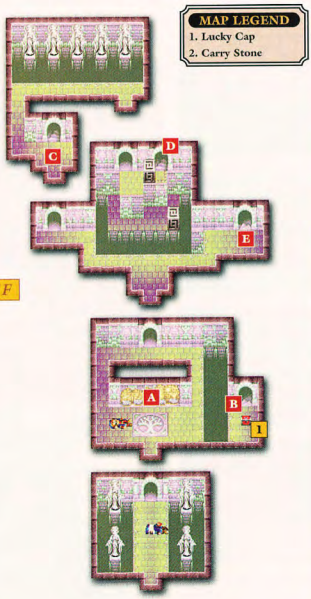


There are two exits from the Suhalla Gate. If you follow the mountain path to its end, you end up on the road to the Venus Lighthouse and the town of Lalivero. If you explore a bit, you find an entrance to a cave near Dew's lair. At the other end of the cave you'll discover a submerged ship. Iodem gives you Babi's Black Orb to try to activate the ship, but nothing works.

Venus Lighthouse Entrance

The entrance to the Venus Lighthouse is deceiving. Because Saturos and Menardi have already opened the door to the lighthouse, you can enter with ease, but the way to the upper floors is blocked by an impassable electric barrier. The key to the Venus Lighthouse-Babi Lighthouse connection lies within for you to discover. Find it before you try to find the true entrance to the lighthouse in the Tunnel Ruins!







The Carry Stone







From inside the Venus Lighthouse, examine the frieze inside the entrance. Use Reveal on it to uncover a hidden staircase. Downstairs, find a chest with the Carry Stone. This item, when equipped, allows the wearer to cast Carry. This Psynergy is a cross between Lift and Move in that it allows you to pick up specific, ornately carved blocks and carry them a short distance. The trick with Carry is that it allows you to pick up a block and drop it to a level below or lift it to a step above its original position. Use this Psynergy to solve puzzles in the few remaining dungeons.

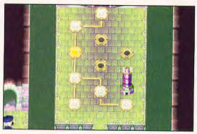
Hidden Doors



In addition to the door hidden within the frieze, find a second one behind a plaque. Cast Reveal on the plaque in the electrical barrier room to find the statue room's entrance.

The Statue Lock









This room features a large statue of the goddess in front of a floor filled with recessed lights. When you speak to the statue, a series of lights emanating from the statue and leading to a small model of the lighthouse appears on the floor. Reading the mind of the scholar on the left ledge informs you that Kraden thought the statue indicated the "true path." Speaking to the statue in this room opens a path through the Tunnel Ruins beneath Babi's half-built lighthouse. There are two similar paths (speak to the statue again to change the light pattern), and which one you choose is up to you. The important thing is to open a path before leaving the lighthouse!

Lalivero

Lalivero is the final town you visit in *Golden Sun*. The townfolk here used to be unhappy with Babi and the extortive kidnapping of their beloved Sheba. However, now that she's been kidnapped from Babi's soldiers and taken somewhere unknown, the people of Lalivero are livid! There's nothing you can do to soothe their woes, except keep searching for Saturos and Menardi and their band of hostages.



MAP LEGEND
1. Water of Life
2. Lucky Medal
3. Antidote
4. Psy Crystal
5. Lucky Medal
6. Warrior's Helm



SHOP LIST

ARMOR SHOP

Steel Armor	4,900 coins
Knight's Helm	4,600 coins
Platinum Circlet	3,000 coins
Magical Cassock	9,000 coins
Mirrored Shield	5,200 coins
Spirit Armlet	9,000 coins
Jeweled Crown	4,000 coins

WEAPON SHOP

Great Sword	7,000 coins
Master Rapier	6,800 coins
Great Axe	5,200 coins
War Mace	6,200 coins
Silver Blade	12,000 coins
Swift Sword	9,400 coins
Righteous Mace	8,400 coins
Demonic Staff	10,000 coins
Crystal Rod	13,400 coins

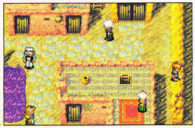
POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins
Potion	1,000 coins
Psy Crystal	1,500 coins
Water of Life	3,000 coins

Walking on the Walls

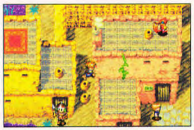






To get to Lalivero's interesting treasures, find a way to get on the town's walls. Several houses have ladders that lead to the roof. If the house is close enough to the city walls, hop from the roof to the wall, and follow it. Hop from the roof of the house in the southwest corner to reach the treasure chest containing the Warrior's Helm, and use the roof of the Armor and Weapon Shops to reach the Djinni on the town's north side.

Djinni Alert: Torch the Mars Djinni





Torch, the Mars Djinni, is on the Lalivero Inn's roof. This is the last Mars Djinni in the game, so if you don't have all seven Mars Djinni after claiming him, check to see which one you are missing and go get him! Torch's unique attack slips past an opponent's defense rating and inflicts gobs of damage. This is a good attack to have as you face the game's toughest challenges ahead.

Babi's Most Precious Possession

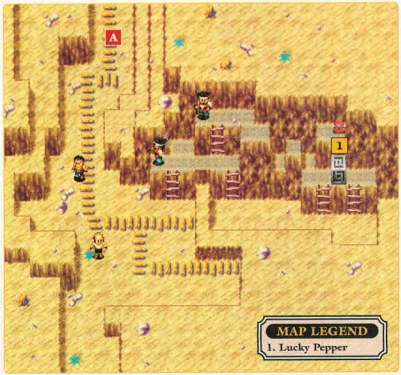


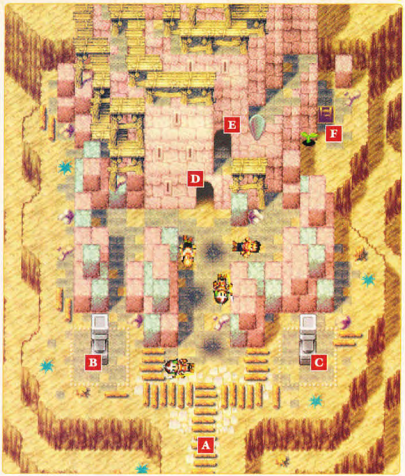
In a locked building inside Lalivero lies Babi's most prized possession. You won't get access to it until the end of the game. Worse, you won't get to use it until the second half of *Golden Sun 2*!



Babi Lighthouse

When you reach Babi Lighthouse, you learn that your foes have passed through on their way to the Venus Lighthouse. Join Iodem and Feran in their quest to find the secret lighthouse entrance hidden in the caves beneath the Babi Lighthouse construction site.







Put Your Carrying Skills to the Test





Practice using Carry by moving the ornate block into a position of usefulness. If you lift it onto the step between the two ledges, you can cross over and get the Lucky Pepper in the treasure chest!



The Cavern Beneath the Lighthouse







When you reach the new lighthouse's construction site, things are in a disarray. The wounded soldiers and construction workers can't help you find your way in, but clues point to a functional entrance. Examine the pillar on the left and use the stairs to enter the chamber beneath the lighthouse. Move one of the pillars to the left of the bridge, then head upstairs. Move the pillar on the right of the lighthouse, and take the stairs hidden beneath it to the same chamber. Move the second pillar to the left and hop over the bridge into the main part of the cave.



Djinni Alert: Luff the Jupiter Djinni







To get to the Djinni in the center of the cave's first floor, climb to the second story, then slide to the platform. Luff is a quick monster, and he's likely to run away before you can defeat him. Try to hobble him in the first round to prevent him from fleeing. Luff's specialty is casting a Bind-type spell that seals your enemy's Psynergy.

The Slide of Faith





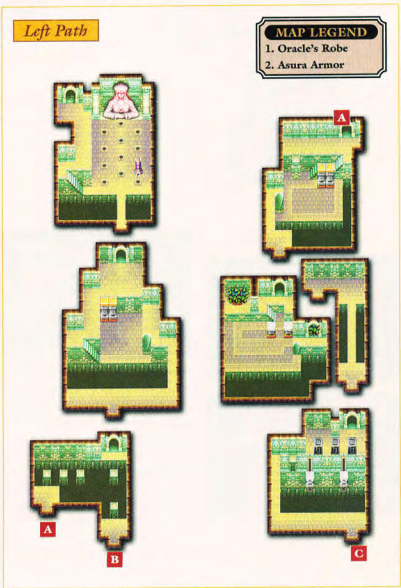




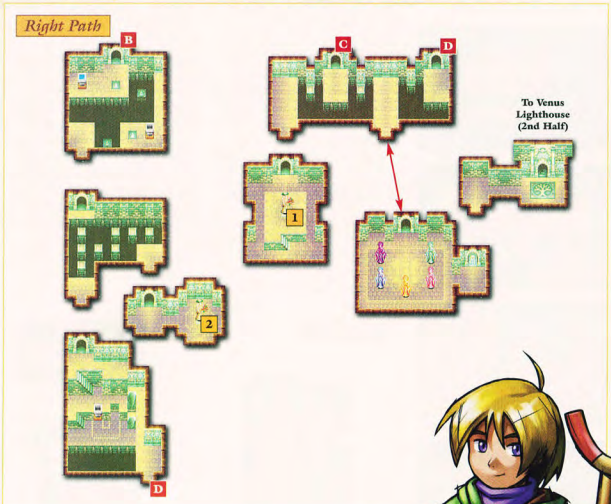
To get past the locked door at the cavern's bottom, climb to the top of the cave, then slide to a spot behind the door. Use the screenshot above to pinpoint your optimal sliding location. After you reach the door into the Tunnel Ruins, a plaque next to the sealed door gives you a clue as to how to open the door.

Tunnel Ruins

The statue room in the Venus Lighthouse corresponds to the one as you enter the ruins. It acts as an electrical lock, either allowing or barring you from entering the lighthouse. If you turned on the "switch" at the entrance to the Venus Lighthouse as suggested earlier, then the lights on the floor correspond to those you saw earlier. If not, the floor will be dark and the entrance into the tunnels locked. The pattern of lights on the floor indicates the path you must take through the Tunnel Ruins to the lighthouse's second entrance. If you want to follow the other path, you must make the change at the first statue room in the lighthouse's entrance.







The Left Path

There is no benefit to taking one route over the other; they both lead to the same place. If you take the path to the left, you'll deal with puzzles that rely on the Psynergy Carry and you can grab an Oracle's Robe.







Move these pillars to form a bridge between the two northern ledges. Use Whirlwind to remove the vines covering a third pillar. After you free it, push it off the ledge and over to the room's right side. Move one of the first two pillars into place along the right wall and use them as a bridge to the ledge leading to the exit.



Your Chosen Path







Not only does lighting the path in the statue room open the door to the tunnels, but it also configures them so the traveler can reach only one set of rooms. This is most easily seen in the third room of the tunnels. If you lit the path to the right, then the stepping stone joining the main path to the southeast exit is missing. If you chose the middle path, then the stone joining the main path to the southwest exit is missing.





Carry and drop two of these ornate blocks onto the platform on the right. The weight causes the platform on the left to rise, forming a bridge between the ledges.



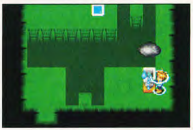
Use Reveal to uncover a hidden chest with the Oracle's Robe.

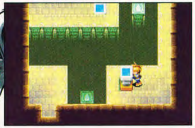


The Right (or Middle) Path

If you like puzzles involving Douse and Frost, then this route's for you! In addition, you find a treasure chest containing Asura's Armor.







The switches on the floor require you to push a water-filled pillar on top of them to activate. The basin in the top of the first pillar is already full, so push it into place. Hop to the next platform and use Douse to fill the second pillar before you push it onto the switch.







This puzzle is more tricky. Move the pillar into the alcove on the right. Use Douse to fill the basin with water, then Frost to turn the water into an ice pillar. Use the extra-tall pillar as a stepping stone to cross to the ledge with the exit.





Cast Reveal on the statue to uncover the chest containing the Asura's Armor.

The Five Maidens





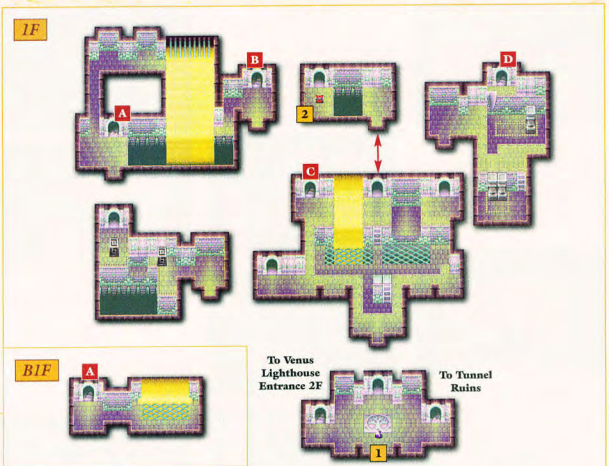


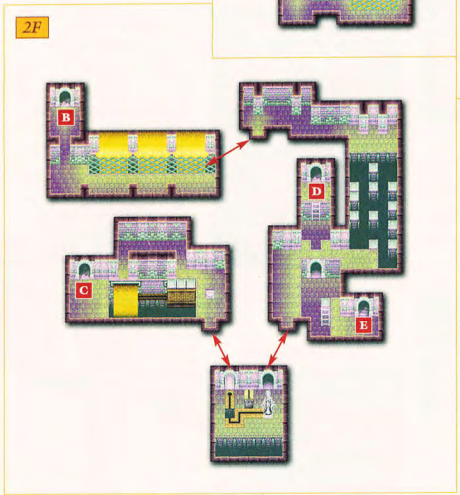
The secret to solving this puzzle is to let the five statues "speak to your soul." Use Mind Read to find out clues about their positions on the square in the room's middle. If you get confused, use the solution above to speed things. The yellow statue goes in the middle while the other four go into the spots opposite their current positions. For example, the violet statue goes from its starting position in the northwest corner into its final position in the southeast corner.



Venus Lighthouse

The Tunnel Ruins lead you into the first floor of the Venus Lighthouse, at the room containing the electrical barrier that separates the entrance from the main part of the lighthouse. As with the Mercury Lighthouse from the first part of the game, your job here is to scale the lighthouse and stop Saturos and Menardi from lighting the beacon. Now you can save your friends and bring this quest to an end!





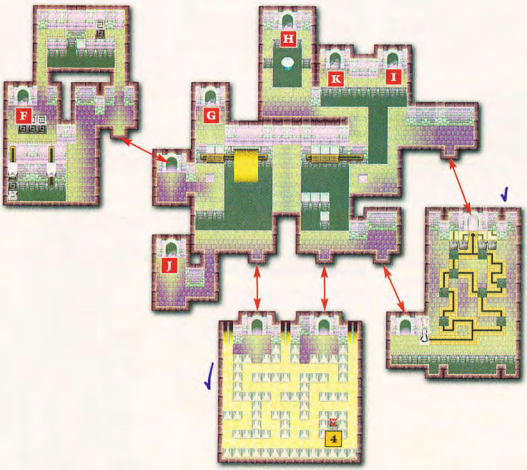




3F



4F



5F





Storming the Lighthouse!

The trip to the top of the lighthouse will not hold many surprises for an experienced adventurer such as you. Most of the puzzles inside are similar to ones already bested, while others draw upon oft-used Psynergies. Here's a tutorial on what to expect after you enter the Venus Lighthouse proper.



Heal your party using your remaining PP before grabbing this Psynergy Stone!



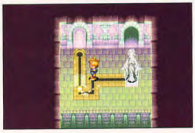
Press this button to turn off the electrical barrier. Now you can exit the lighthouse from the front door instead of having to backtrack through the Tunnel Ruins and Babi Lighthouse.



Use Carry to move this block (and others like it) into position so you can cross the gap.



When running across sand rivers such as this one, give yourself room to cross (like from the top of the river). Use Ⓑ to run!



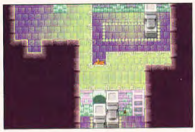




Push the loose conduits into their proper place to form a channel for the electrical current. Forming a continuous channel between the statue and the door is the only way to get enough energy to open the electrical lock. Venus Lighthouse contains three of these puzzles, each larger and more tricky than the last!



Step on this button (and similar ones further on) to open the channels, allowing sand to flow into the main chamber on the third floor.





Move the pillar to the left to expose the hidden door. Move the solo pillar into position so you can use it as a stepping stone to the room's exit.





Use Ⓑ to run through this sandy maze. Grab the Gaia Blade in the treasure chest.



Save your game at this point and heal your party members before sliding down the slide in the room's middle. The next stop is the roof of the lighthouse and the game's final battles!

TIP

If you haven't visited Crossbone Isle yet, do so now. After you defeat the final bosses, you can no longer freely explore the world. Exit the lighthouse using Retreat and head to the Suhalla Desert. Find the hellstorm beyond the cave where you found the Djinni and ride it to Crossbone Isle. To survive the challenges of the Crossbone Isle Cave (which gives you enough experience to make the final battles of the game easier), your party members should be at level 25 or higher! You find the seventh and last Venus Djinni there.



Boss Battle: Saturos and Menardi

Enemy Data

Menardi				
HP	PP	STR	DEF	WEAKNESS
2,600	300	389	134	Water

Saturos				
HP	PP	STR	DEF	WEAKNESS
3,000	260	409	140	Water





Unfortunately you cannot rely on the Venus Lighthouse's innate power to drain your enemies of theirs, as happened during your last encounter. You must face and defeat Saturos and Menardi at the peak of their power and arrogance! Before engaging them in battle, prepare your characters with a healing and PP restoration, then set four Djinn per character on standby so you can summon the most powerful creatures at the start of the battle. The ones you choose to use in this way should be Djinn whom you are not likely to miss in the first four rounds of battle! When the battle starts, hit Saturos and Menardi with Judgement, Thor, Meteor, and Boreas. As the battle continues, set each character's remaining Djinn to standby by calling them into battle one by one. This way, when the first part of the battle is over, your party is ready to attack with summonings in the first round of the second part.







In addition to using your Djinn, have Ivan and Mia cast support and healing spells continuously so your party stays in good shape, while Garet and Isaac work on attacking Saturos and Menardi. Defeating these two is only the start of the final battle! Fight conservatively.

The Final Boss Battle: The Fusion Dragon

Enemy Data

Fusion Dragon				
HP	PP	STR	DEF	WEAKNESS
-	-	-	-	Water





What happens when Menardi and Saturos combine into a single monster? The Fusion Dragon! This beast is the largest and most fearsome creature in the game. It attacks twice per round and has its own "Summon" type attack, called Outer Space. In addition to Outer Space, it can cast Evil Blessing (which inflicts both damage and the Curse status), Deadly Gas (which can poison your party members), Dragon Diver, Drain Fang, Break, and a host of other deadly attacks. Protect your party by boosting their Defense and Resistance whenever possible.









If you followed the advice given here, you should start this battle in decent shape and be able to call upon the more powerful Djinni summonings in the first round. If you defeated Menardi and Saturos before your party members could put four Djinn on standby, send out whatever fourth-level summon attacks you can while the other party members continue to call on their Djinni's individual attacks. When a character has four Djinn on standby, have him or her call out a fourth-level summon attack in the next round. As with the first part of the battle, balancing healing, protection, and attacks is the key to success. The Fusion Dragon's greater strength ensures, however, that this battle will be longer and fraught with more danger than the last.

Now What?

After you defeat the Fusion Dragon, *Golden Sun* draws to a close with the disappearance of Felix, Sheba, Kraden, and Jenna. No matter how hard you and your allies look, the group cannot be found. The only thing your party can do is take Babi's ancient ship and start sailing in search of them. However, that is another adventure…one best left to *Golden Sun 2*!

Prologue to Golden Sun: The Lost Age

Prologue from Book One

The town of Vale guarded the secret for many years, until Isaac and Jenna, whose parents died in a storm three years before, disturbed the sanctum. Saturos and Menardi, of the Mars Clan, followed them into the sanctum. With them traveled Jenna's brother, Felix, thought lost in that same tragic storm. Saturos and Menardi stole the Elemental Stars, the keys to breaking the seal on the power of Alchemy, and kidnapped Jenna and the scholar Kraden. If these four jewels were used to fire the elemental lighthouses, the seal on Alchemy would be broken. Isaac and Garet set out to stop Saturos, rescue their friends, and return the Elemental Stars to their home in Sol Sanctum.

They banded together with a young Wind Adept named Iwan and pursued Saturos and Menardi to Imil, a winter-locked town near Mercury Lighthouse. There they met the guardian of the lighthouse, a Water Adept named Mia. With her, they pursued Saturos to the aerie high atop Mercury Lighthouse. Isaac was too late to stop Saturos from lighting the beacon and escaping.

Again Isaac chased him, crossing Angara to the shores of the Karagol Sea. Taking passage on a troubled ship, Isaac crossed the Karagol to Tolbi. He spoke with Tolbi's leader, a strange man named Babi. Babi entered Isaac in Colosso as a test of his powers. Isaac's Psynergy won Colosso and earned him Babi's trust. Babi revealed a great secret to Isaac…. Thanks to a mystic draught from the lost land of Lemuria, Babi had lived for 150 years! He offered to help Isaac, who then headed deep into Gondowan.

In the town of Lalivero, Isaac learned that Saturos and Menardi had kidnapped a young girl named Sheba, whom they needed within the lighthouse. Isaac fought and defeated them atop the lighthouse, but he was too late–the beacon had been lit. A great cataclysm followed. Sheba fell into the sea. Felix jumped in to save her, but both were lost in the roiling waves. Jenna left the lighthouse to find them, but to no avail…. Isaac went to Lalivero, where Babi asked him to find Lemuria and the remaining lighthouses. He gave Isaac a Lemurian ship to make the journey for the lost land. This chapter of our story begins with Jenna, just before the beacon on Venus Lighthouse is lit….



Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Escape from the Venus Lighthouse.
- ❑ Travel west to Suhalla Gate and battle the Ruffians guarding the cave entrance.
- ❑ Meet Alex near Menardi's boat in Idejima.

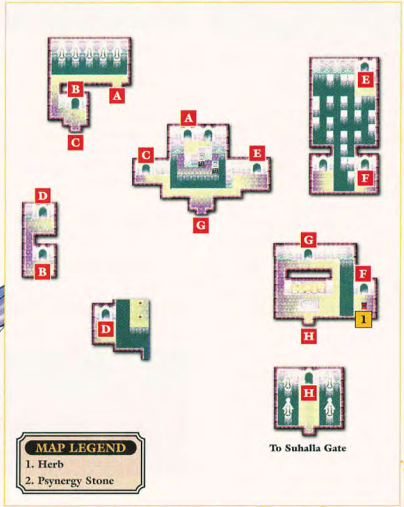
PSYNERGIES LEARNED

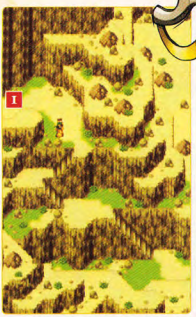
None

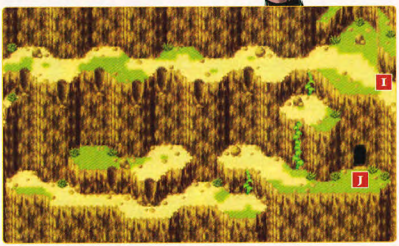
DJINN OBTAINED

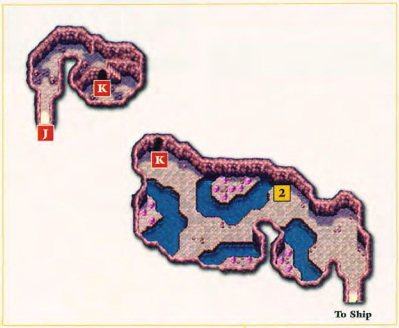
None

Venus Lighthouse and Suhalla Gate









Escaping the Venus Lighthouse





The path out of the Venus Lighthouse is simple, with only two short branches. One leads to a dead end and the other leads to a chest containing an Herb.



Upon exiting the lighthouse, the trio encounters a large group of guards. Alex drives off the guards and instructs Jenna and Kraden to follow the road west through the canyon to the cave. Beyond the cave lies Idejima, where they'll regroup.

Suhalla Gate





Head west through Suhalla Gate to the cave. You encounter a few Ruffians along the way, but a Fume Psynergy eliminates them. Three Ruffians attack as you enter the cave. Use Jenna's Flare or Fume Psynergies to defeat them.



The cave is a small and doesn't take much time to navigate. A Punch Ant ambushes you along the way. It's no tougher than the Ruffians outside.

Idejima and Menardi's Boat





Upon exiting the cave you find a large boat. Alex arrives and the Venus Lighthouse's beacon is lit. Chaos ensues and Idejima is cut loose from the mainland, causing it to float out to sea.

Chapter One: A New Horizon

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Revive Kraden, Jenna, and Sheba after the tidal wave.
- ❑ Visit Daila Village and learn of the missing boys, the Kandorean Temple, and the town of Madra.
- ❑ Travel south to the Kandorean Temple.
- ❑ Use Whirlwind to sneak into the Kandorean Temple through the hole in the west wall.
- ❑ Follow the monk into the temple's training cave and complete the challenge.
- ❑ Acquire the Lash Pebble from Master Poi.
- ❑ Visit the Shrine of the Sea God east of Daila Village.
- ❑ Rescue the boys using Lash to secure the rope.
- ❑ Return to Daila Village and speak with Alex at the chief's house.
- ❑ Pass through the Dehkan Plateau southeast of Daila Village and acquire the Pound Cube.
- ❑ Take the stone tablet from Indra Cavern near Madra to gain the ability to summon Zagan.
- ❑ Visit Madra's jail to meet the captive Piers.
- ❑ Speak to the elder's wife to gain permission to cross the bridge east of Madra.
- ❑ Locate the Tremor Bit in the Madra Catacombs.
- ❑ Use the Madra Drawbridge to reach Osenia.

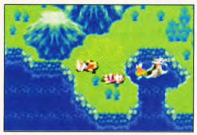
PSYNERGIES LEARNED

Lash, Pound, Tremor

DJINN OBTAINED

Echo, Fog, Breath, Cannon, Iron

Washed Ashore



The island drifts out to sea with Jenna, Kraden, and Alex as its prisoners. Felix and Sheba are washed onto the beach and are revived with news of the battle at Venus Lighthouse. The reunion is short-lived as a giant tidal wave pushes the island into a new continent.



Daila



MAP LEGEND

1. Smoke Bomb
2. 3 coins
3. 12 coins
4. Herb
5. Sleep Bomb

SHOP LIST

ARMOR SHOP

Cotton Shirt	20 coins
Travel Vest	50 coins
One-Piece Dress	25 coins
Wooden Shield	40 coins
Padded Gloves	10 coins
Leather Cap	30 coins

WEAPON SHOP

Long Sword	200 coins
Short Sword	120 coins
Mace	80 coins
Wooden Stick	40 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins

Arriving at Daila



Felix is the first to revive. Wander the island and revive the rest of the party. A quick inspection reveals that the island collided with the new continent. Alex is lost, but Kraden suspects he's looking for a ship to reach the other lighthouses, which are only accessible by boat.





Head northwest to reach the world map, then south to find the town of Daila. The town was hit hard by the tidal wave, and all of the boats were destroyed. The next logical stop seems to be Madra, a town to the south, but the local healer suggests that you visit Master Poi at the Kandorean Temple. There's a rumble around town about two local boys who haven't been seen since the tidal wave passed through.

Preparing for Adventure



Visit the weapon and armor shop on the town's south side to upgrade your party's equipment. You won't have enough coins to purchase everything you need. Leave town to the south and fight until you can afford to upgrade your party before continuing.

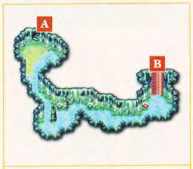
Djinni Alert: Echo the Venus Djinni



As you leave town to the south, you encounter a Venus Djinni named Echo. It provides a tutorial on how a Djinni is used. Set Echo to one of your party members. Felix is the best choice at this time.

Kandorean Temple







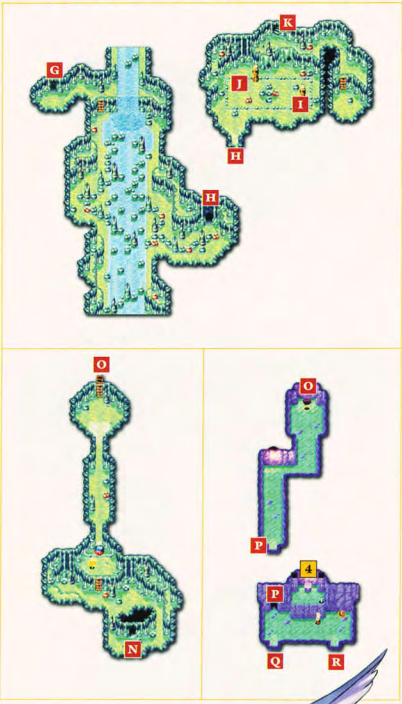






MAP LEGEND

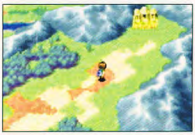
1. Mimic (Game Ticket)
2. Mysterious Card
3. Fog Djinni
4. Lash Pebble





Finding the Temple





To reach the temple, head south from Daila, then follow the road to the west around the mountains and back to the northeast. You can see Kandorean Temple before you can reach it, so you know you're on the right track.

Getting Inside





The temple is closed to outsiders because a period of meditation has begun. To enter, search the west temple walls and find vines blocking a passage. Use Sheba's Whirlwind Psynergy to cut away the vines and follow the passage to the temple's inner sanctum.

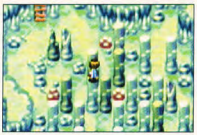
The Trial



Entering the temple, you spy Master Poi testing three monks. Your presence is ignored as one of the monks enters the temple's trial cave. To impress Master Poi and discover the temple's secrets, follow the eager monk to his likely demise and pass the difficult trial.

The Stalagmite Maze





The stalagmite maze is deceiving at first. There doesn't seem to be any way though the spires. The gaps are hidden between the taller stalagmites. Slip between the cracks to reach the ladder at the other end. Hop across the tops of the stalagmites to reach the door in the north wall.

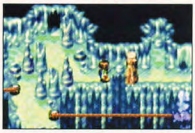
Going Against the Flow





Run against the river's current in the next room to reach the stairs. Two geysers are in the room beyond. Push the brown stone onto the left plate, then ride the right plate to find a chest containing a Mysterious Card. Push the stone onto the right plate and ride the left plate to continue.

The Gushing Geyser





As you near the trial's end, a geyser blocks your path by gushing onto the thin rope that's the only way across a deep pit. Near the geyser you see a brown stone. Use Move to nudge the stone right, then push the stone in front of the geyser. Ignore the ladder beyond the rope and use the ledge on the right to reach the next area.

Boss Battle: Chestbeaters

Enemy Data

Chestbeaters

HP	PP	STR	DEF	WEAKNESS
155	0	44	11	Fire





Before the trial's end, you find a large boiling pot blocking the way. Use Move to push the pot to the side, but don't be hasty. Beyond the pot are three Chestbeaters waiting to pound you. Make sure your party is healthy and prepared for a tough battle.



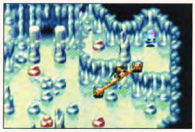
The three Chestbeaters are all that stand between you and Master Poi. Use the Echo Djinni and any strong Psynergy that strikes multiple enemies at once (Ray and Flare Wall). It takes three turns to defeat them with these multiple-hit attacks.

Master Poi and the Lash Pebble



Master Poi reluctantly reveals the secrets of Lash Psynergy. With it you can extend ropes across chasms to form a temporary bridge. To use Lash, someone in your party must be equipped with the Lash Pebble, which Master Poi gives to you.

Djinni Alert: Fog the Mercury Djinni



You pass a blue Djinni sitting on an out-of-reach plateau. Ignore it for now. After Master Poi gives the party the Lash Pebble, head into the dungeon and return to the Mercury Djinni. Use Lash on the coiled rope to reach the Djinni and defeat it in battle to add it to your collection.



NOTE

To exit the temple, return to the area where Master Poi is. Use the bottom left exit, then slide down the cut-out section in the wall. Throughout the world you'll find similar cut-out sections that can be used to drop from ledges.

Shrine of the Sea God

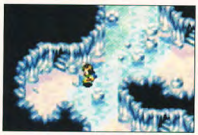




To the east of Daila is the Shrine of the Sea God. Inside you find the missing boys, Tavi and Riki. Help them by using Lash to extend the rope across the water. The boys leave, but not before mentioning an elusive creature within the cave.

Djinni Alert: Breath the Jupiter Djinni





Explore the cave to find a Jupiter Djinni, Breath. Chase this one down to conquer it. Pursue the Djinni and you reach a spot with three staircases all going up. Use the stairs on the left or right, not the bottom, and you'll see the Djinni run past on the path below. Go back to the three stairs and use the bottom staircase.





The Djinni flees to a wall at the back of the cave. Push the torch back so it sits between the two pieces of wall. When the Djinni flees, it gets trapped between the party and the flame. Fight until the Djinni falls.

NOTE

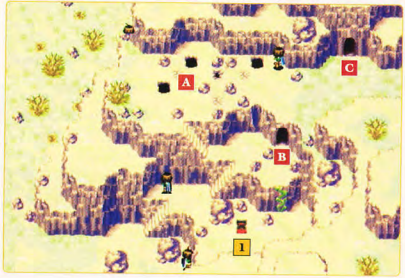
Djinn often run from battle. If the Djinni you're fighting escapes, leave the area, then return to make it reappear.

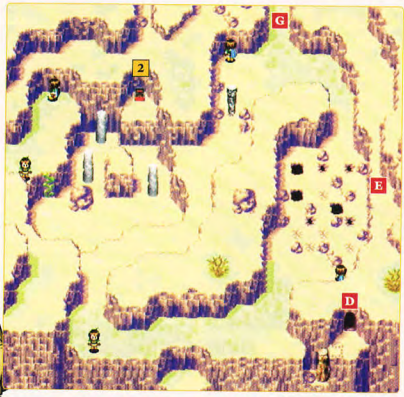


After you have the Djinni, you're finished here for now. Return to Daila and visit the mayor's home. You bump into Alex. He's headed for Madra and the group decides to follow.



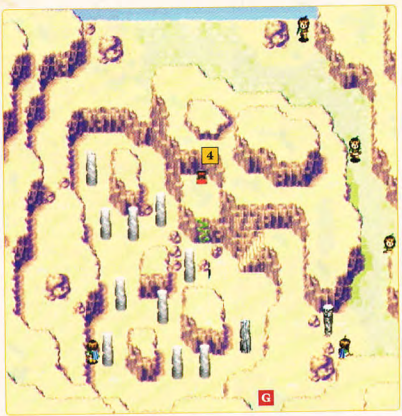
Dehkan Plateau











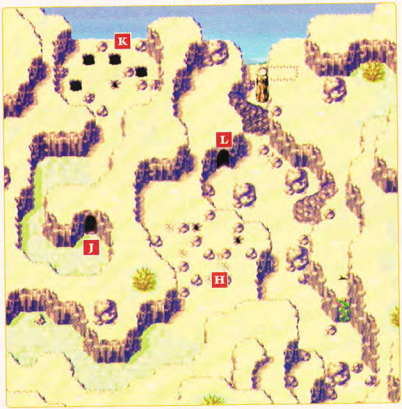
MAP LEGEND

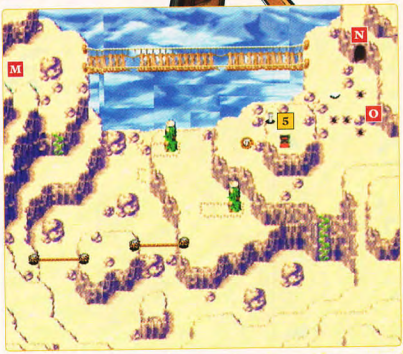
1. Full Metal Vest
2. Elixir
3. Mint
4. Themis' Axe
5. Nut
6. Pound Cube

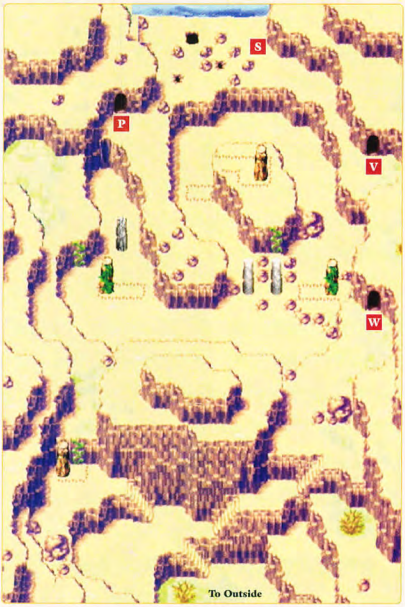




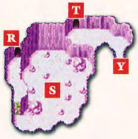






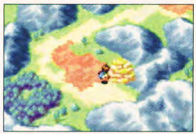






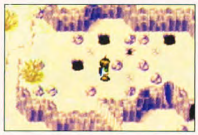


Traveling to the Dehkan Plateau



To reach Madra, pass through the Dehkan Plateau. Head south from Daila to the crossroads north of the Kandorean Temple. Take the road to the east and follow it around to the Dehkan Plateau's west entrance.

Cracked Earth and Crumbling Pillars



Head up the steps to an area full of holes and cracked earth. There are three stages to the cracked ground. Slight cracks are stable enough to be stepped on and can be crossed. After you step on one, it becomes a small hole. Such holes cannot withstand another step. If you walk on them they collapse, creating a large hole and causing you to fall into the cave below. You can jump over large holes, but in this case, falling through a hole is inevitable. There's no way to avoid stepping on the small hole in the ground.



The area to the east contains many gray pillars. You can jump on the pillars, but only once. The second time you jump on a pillar, it collapses. Use the pillars to reach the chest at the top of the map and to cross to the east side.





Another area of cracked earth lies ahead. Walk across the second set of parallel cracks, then up to the open hole on the right. Jump the hole, then head up and over the last crack. Drop through one of the holes on the top left to land on a ledge with a chest containing a Mint.





In the next area, cross the crumbling columns to reach the west side. To get to the chest, jump twice on the column south of the vines to destroy it and clear the path. The chest contains Themis' Axe, a powerful weapon for Felix that crushes enemies with stones. When you have the axe, head west across the columns, then north to continue.

TIP

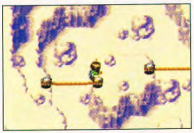
After getting Themis' Axe, reset the stone columns. To do so, leave the screen and return. This works when you need to reset a puzzle while playing.

Djinni Alert: Cannon the Mars Djinni





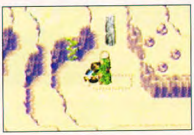
Drop through the cracked earth farther down the path and follow the tunnel. The path brings you to a Mars Djinni, which flees when it sees you. Follow the Djinni through the tunnels to a bridge. Look for vines below the bridge and use this path instead of taking the obvious path.



Cross the ropes, then push the two vine-covered stones into position. The bottom stone goes to the right and the top one goes to the left over the cliff.

Climb the lower stone and use Lash to reach the chest, then go down and use the second stone to move forward.







In the next area the Djinni runs north, hopping on two crumbling columns in the process. You can't follow the Djinni's path. Climb to the lower section, push the vine-covered stone right, and use it to reach the next plateau. Hop across the two crumbling columns on the right to crush the left column. Head north and wrap around to the opposite side. Use the Move Psynergy to push the vine-covered column to the left, then destroy the second crumbling column to gain access to the vine above. Push the brown stone over the plateau's edge, then go down and use Move to shift it one spot left. This makes it possible to reach the cave at the top.

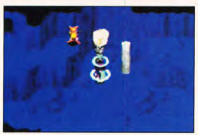






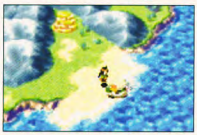
Pass through the cave to find the Djinni sitting in the middle of a cracked floor. A direct approach won't work here, as the Djinni uses Pound to destroy the floor if you get too close. Walk across the two cracks in the fourth row from the bottom, then head down and right to reach the southeast door. This leads you to the area above the Djinni. Drop through the crack on the right to land on the creature. It runs, but it drops the Pound Cube, giving you the ability to use the Pound Psynergy to drive stakes and stone columns into the ground.





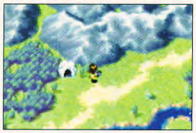
Continue to pursue the Djinni. It's finally cornered, but it can escape. Climb down the vines rather than approaching the Djinni. If the Djinni leaps across the crumbling pillars, leave the area to reset the puzzle. Use the Pound Psynergy to eliminate the left pillar, then approach the Djinni to initiate a battle. After the battle, it's a short run to exit the Dehkan Plateau.

Menardi's Ship



Leaving the Dehkan Plateau, you'll see Menardi's ship on a nearby beach, but it isn't working. Check it out if you like, then continue west.

The Indra Cavern





West of Dehkan Plateau lies Indra Cavern. Enter the cave to find a stone tablet at the back. Use the Move and Lash Psynergies to reach the tablet. It gives the party the ability to summon Zagan, a powerful creature capable of dealing devastating damage. To summon Zagan in battle, one Venus and one Mars Djinni must be on standby.

Djinni Alert: Iron the Mars Djinni



A wild Venus Djinni roams these parts. Head northwest to encounter it. Use your Djinn and powerful Psynergies to defeat and acquire the Iron Djinni. After you have the Djinni, look for Madra to the southeast.

Madra



MAP LEGEND

1. Elixir	5. Smoke Bomb
2. Sleep Bomb	6. 15 coins
3. Nurse's Cap	7. Char Djinni
4. Antidote	



SHOP LIST

WEAPON SHOP

Long Sword	200 coins
Short Sword	120 coins
Battle Axe	280 coins
Mace	80 coins
Magic Rod	380 coins

ARMOR SHOP

Travel Vest	50 coins
Wooden Shield	40 coins
Padded Gloves	10 coins
Leather Armlet	180 coins
Leather Cap	30 coins
Circlet	120 coins
Leather Boots	270 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins

A Town Under Attack



Something is amiss at Madra. Pirates, known as the Champa, attacked the town because their leader, Briggs, was being held in the town jail. The citizens are shaken and concerned for their

future. Piers, a young man thought to be Champa, was found on Menardi's ship and is being held in the jail on the town's west side.



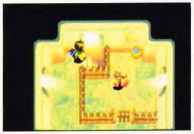


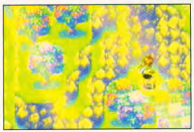
The man seems to have the gift of Psynergy, which would make him a valuable ally. Speak with townsfolk and read their minds to learn that many believe him to be innocent. He won't be freed until the village elder returns and clears his name. The village elder was headed toward Alhafra and may be gone for a while. As you leave the jail, a noble woman approaches you and asks if you're traveling to Osenia. Agree and she grants you her permission to cross the bridge to the east.



Points of Interest







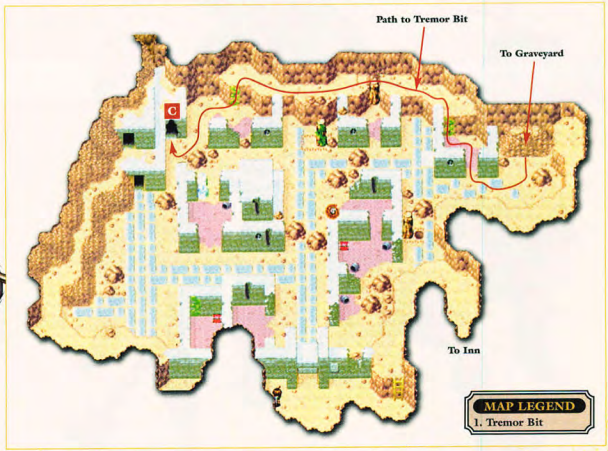
Look around town to find several items of interest. One family near the jail guards a precious gem for the elder. It's unclear what the gem is for and you can't acquire it yet. A nearby elderly couple has a Djinni in a pen on the second floor of their house. There's no way to take it either. Notice the hole used by the Champa to enter the town. The main entrance is near the Inn, but this leads nowhere at the moment. Look for a second entrance in the graveyard east of the main gate. This leads to an area that can be explored.

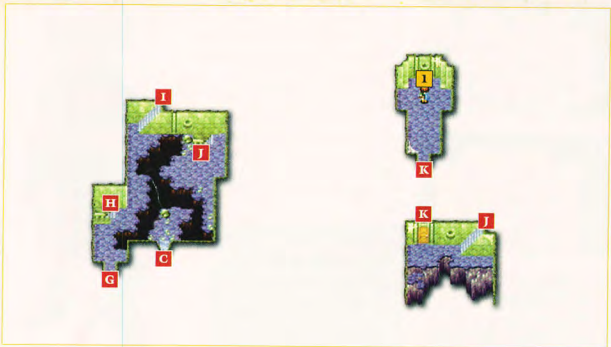


NOTE

Before heading into the Madra Catacombs or leaving for Alhafra, check out the selection of weapons and armor for sale. Several good pieces of armor and an artifact weapon, Magic Rod, are for sale.

Madra Catacombs







The Tremor Bit

Enter the catacombs through the entrance in the graveyard east of the gate. Head through the cave, turning north at the split. This leads to an area with crumbling walls.



Climb the first vine and head left. Use Move to pull the brown stone over the edge, creating a bridge to the opposite side. Go down the next vine and into the cave. Cross the cracked floor and head downstairs to find the Tremor Bit. This allows the wearer to use the Tremor Psynergy when the item is equipped, but it won't be used for awhile. Leave Madra and head east for Osenia.



Chapter Two: The Pirates of Champa

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Cross the Osenia Cliffs and head to Yampi Desert.
- ❑ Defeat the King Scorpion to learn Scoop.
- ❑ Use Scoop to get through Yampi Desert and head to Alhafra.
- ❑ Defeat the pirate Briggs.
- ❑ Fix the wrecked ship.
- ❑ Travel to Garoh to learn of the werewolves.
- ❑ Head north to Air's Rock and learn Reveal.
- ❑ Return to Garoh and use Reveal to locate Maha.
- ❑ Visit Mikasalla and head to Madra.

PSYNERGIES LEARNED
Scoop, Reveal

DJINN OBTAINED
Blitz, Ether, Sour, Spark

Osenia Cliffs

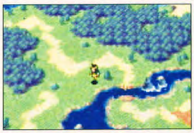


MAP LEGEND
1. Pirate's Sword



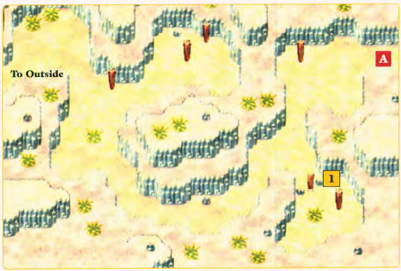


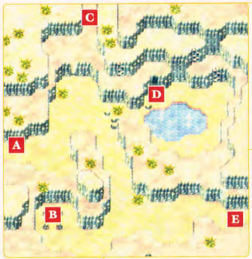
Northeast of the Madra Drawbridge lie the Osenia Cliffs. Many wrecked Champa ships are sitting in the water. Hop across the wreckage and use Lash to reach the opposite shore. There you find a great new weapon, Pirate's Sword, which does well in Jenna's hands for now.



Head to the west shore, then cross the stones to reach the opposite side and continue toward Alhafra. Briggs has destroyed the bridge to Alhafra, so you need to take an alternate route through the Yampi Desert south of the bridge.

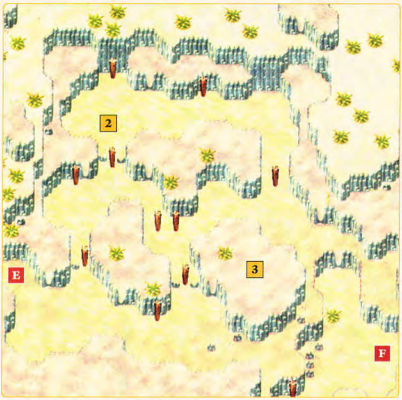
Yampi Desert

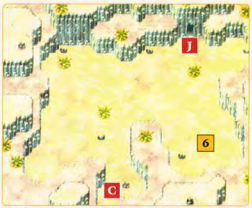


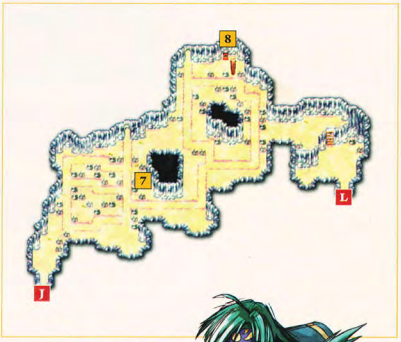
















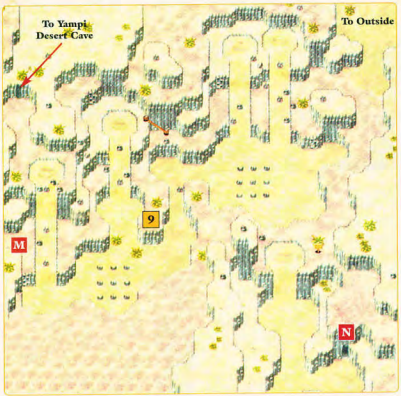






MAP LEGEND

1. Guardian Ring
2. Antidote
3. Blitz Djinni
4. Psynergy Stone
5. Scoop Gem
6. 315 coins
7. Hard Nut
8. Blow Mace
9. Trainer's Whip







Notice the brown stakes sticking out of the sand. Use Pound to drive the stakes into the ground. This sometimes clears paths to other areas or solves a puzzle. But most stakes are decoration. The first time you need to knock one down is in the southeast corner of the first area. It's blocking a chest containing a valuable Guardian Ring.

After passing the travelers from Madra you encounter your first large puzzle in Yampi Desert. The Pound Psynergy comes in handy here. Pound the first stake to the right, then pass through and go east. A Djinni sits on a plateau in the middle of the area–you'll get to that in a moment. Pound the stake north of the Djinni, then the stake north of that one.



Climb to the ledge, then use the remaining stakes as bridges to reach the plateau where the Djinni sits. Defeat it in battle to earn the Blitz Djinni.



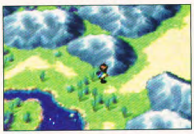
Madra Travelers



As you progress, you'll encounter Madra's mayor and village elder on their way to Alhafra. They're stuck and all hope of passing through the desert safely is fading. Ignore them. The only way you can help is to find a path for yourself.



Finding a Road to Albafra



With the destruction of the bridge between Madra and Alhafra, the party must find an alternate route through the desert. Look for the entrance to Yampi Desert southeast of Osenia Cliffs. It's a desolate area and home to many vicious beasts.

Djinni Alert: Blitz the Jupiter Djinni



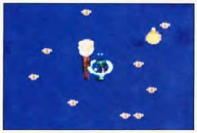
Pounding Stakes



The King Scorpion Puzzles



You discover a scorpion hidden in the sand. The scorpion travels in a straight line until it runs into a stake in the ground. There are four stakes in the ground and one that's not. Pound the last stake and the scorpion leaves the area. Follow it.



The second area also has only one stake to Pound, but timing is critical. The scorpion approaches the standing stake from the bottom and from the right. Pound the stake into the ground after the scorpion passes from the bottom, so that as it approaches from the right the stake drives it north into the next area. If you mess up, leave the area and return to try again.





The last puzzle is trickier. There are two stakes. The one you want to Pound is on the right. Hit the stake after the scorpion passes from the right. This forces the scorpion into the area surrounded by stones. Approach the trapped scorpion and you're forced into a challenging battle.

Boss Battle: King Scorpion

Enemy Data

King Scorpion

HP	PP	STR	DEF	WEAKNESS
1,064	0	101	32	Fire





Sleep Psynergy works well against this boss, as does the Magic Rod's Murk effect. Summon Zagan and Ramses to inflict extra damage. The King Scorpion has several powerful attacks, so keep an eye on your party's health at all times. Use the Breath Djinni often to restore HP for free. Use your Djinn frequently and conserve some of your Psynergy for later.



When you defeat the King Scorpion, you get the Scoop Gem, which allows one character to use the Scoop Psynergy. Equip the Scoop Gem and use Scoop on the circle in the sand between the rocks to uncover a geyser you can use to exit the cave. Backtrack to where you left the village elder and his companions.

Helping the Travelers



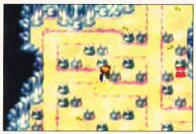


To the south of the party from Madra is a soft spot in the sand like the one from the scorpion's cave. Use Scoop to remove the sand and uncover a staircase. Use the stairs and follow the hall past the elder. Seeing you, the elder's son realizes there must be a secret entrance and rushes to find it.



Head north and find three soft spots on the ground. Scoop the east spot to find a huge stash of coins, then enter the cave to the north.

The Sand Cave Puzzle



Inside the cave are rivers of sand rushing around the floor. Run against the sand's current to reach the two chests and the exit to the east. A spike blocks the chest to the north. Run against the current and use Pound at the same time.

Falling Sands

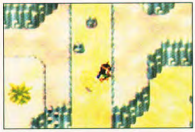




The far east area of Yampi Desert features several rushing sand rivers that create

Alhafra

"waterfalls" of sand. As you enter the area, slide down the sand to the lowest area. Head as far to the northeast as possible and find steps up. Cross the sand to the west and find the rope around the corner. Use Lash to tie the rope and climb up. Stand on the right side of the sand pool at the top and gently step into the flow. You're pushed onto a rock below. Step off to the right and find a chest containing a rare Trainer's Whip.

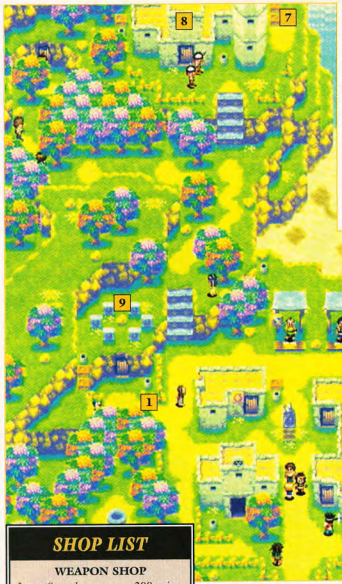




Drop to the ground and head east. Climb up and cross the two sand streams west. This time go up rather than to the rope. Head east around the sand pools and drop off the right edge of the right sand pool to reach the path to Alhafra.

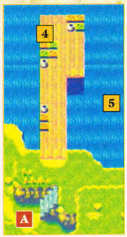
NOTE

A path to the south leads to Air's Rock. Avoid this path for now.



MAP LEGEND

1. Sleep Bomb
2. Apple
3. Elixir
4. Smoke Bomb
5. Large Bread
6. Lucky Medal (after water evaporates)
7. 32 coins
8. 7 coins
9. Psy Crystal (Reveal)



SHOP LIST

WEAPON SHOP

Long Sword	200 coins
Broad Sword	1,000 coins
Hunter's Sword	520 coins
Battle Axe	280 coins
Heavy Mace	500 coins

ARMOR SHOP

Leather Armor	240 coins
Travel Vest	50 coins
Travel Robe	200 coins
Wooden Shield	40 coins
Leather Gloves	220 coins
Leather Armlet	180 coins
Open Helm	180 coins
Leather Cap	30 coins
Circlet	120 coins
Leather Boots	270 coins

POTION SHOP

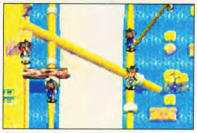
Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

The Pirate Briggs





As you explore, Madra's party arrives. They set off to meet the mayor right away. Look for a man hidden in the trees near the well in the town's southwest corner. He won't speak, so use Mind Read to pick his brain. It sounds like he's from Champa! There's a good chance Briggs is nearby.



Head to the town's east side to find a sailing ship that the tidal wave has damaged. Explore the boat to encounter Briggs below deck.

Boss Battle: Briggs

Enemy Data

Briggs				
HP	PP	STR	DEF	WEAKNESS
984	0	129	29	Everything

Sea Fighter				
HP	PP	STR	DEF	WEAKNESS
197	0	119	28	Everything





Briggs is one tough customer, and he isn't alone. He can summon one or two Sea Fighters to stand by his side. Should either Sea Fighter be eliminated, he can replace them with a whistle. There's no easy way to eliminate the two Sea Fighters. Sleep doesn't work well and blinding them is only slightly effective. Ignore them and focus on Briggs. Use attacks that strike all three enemies, with Briggs being the primary focus. Summon creatures and make liberal use of your Psynergies. Don't worry about how many of the Sea Fighters you eliminate, because they'll just be replaced. Even if you run out of PP, keep striking at Briggs. After he's down, eliminate any Sea Fighters that remain.

Restoring the Boat



After Briggs goes to jail and the boat is given to Madra, visit Briggs at the jail. Eolio tries to help Briggs with Psynergy, but your presence foils the escape attempt.



Help restore the boat. Move the rock on the mast next to the log, then roll the log off the mast. Move a second rock off the mast. Pound the column in water. Climb down to the water and move the crate on the east shore. You can only move it halfway. Go to the front of the boat and use Lash on the rope. Climb the rope to reach the opposite side of the crate and move it into water. Inspect the large rock on the ship's mast. You cannot do anything about it yet.

The Mayor's Treasure







Inside the boat there's a crate you can Move to the side. Behind it you find a Large Bread sitting on an unbalanced crate. Use Tremor to knock down the Large Bread. As you go into town, look for a crying boy near the stairs. Give him the Large Bread, and he tells you of a cave under the mayor's home.



Go to the mayor's mansion. On the home's west side is the boy's father. He allows you to explore the cave for being so kind to his boy. Some great items are inside.

Moving On



Explore the town, then rest and go to Yampi Desert. Go south from the entrance and ride the sand to reach the area around Garoh.

Alhafra Cave



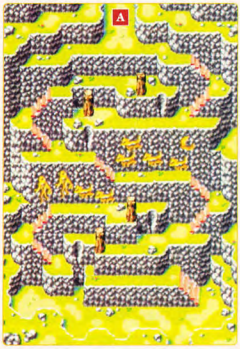
MAP LEGEND
1. 123 coins
2. Ixion Mail
3. Lucky Medal

Getting In



On the west side of the mayor's house is an entrance to a secret cave where the mayor keeps his treasures. A man guards the entrance. Get the Large Bread from the boat in town and give it to the crying boy near the stairs. He tells you about the cave and his father, the man guarding the cave, will let you pass.

Garob





MAP LEGEND

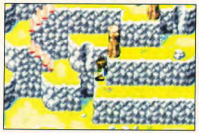
1. Smoke Bomb	4. Sleep Bomb
2. Nut	5. Hypnos' Sword
3. Sleep Bomb	

SHOP LIST

POTION SHOP

Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

Nighttime in Garoh





Garoh is a small village south of Yampi Desert. To reach it, use the desert's southeast exit. The path to the village is damaged. Push through the path, moving stones out of your way and sliding down where necessary.





The sky grows dark, and you hear spooky howls in the distance. The party encounters a werewolf, but it vanishes into the village. The residents aren't happy to have visitors during a full moon. Use Mind Read to learn their true feelings.



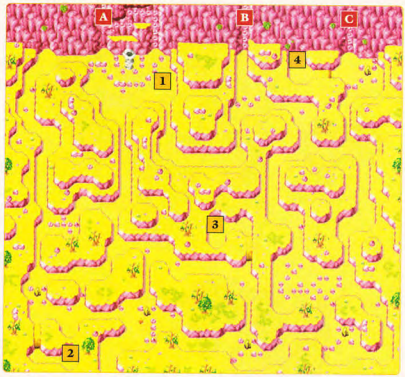
As you explore, you spot a werewolf exiting a structure in the town's northeast section. The werewolf quickly vanishes by using some type of Psynergy. There's no way to follow without that Psynergy. Leave the village and head north to Air's Rock.

Djinni Alert: Sour the Mercury Djinni



As you leave the village, explore the area to the west. A wild Mercury Djinni roams the wilderness. Explore until you encounter it, then win the battle to claim the Sour Djinni. A small cave in this area contains a stone tablet that grants another summons.

Air's Rock







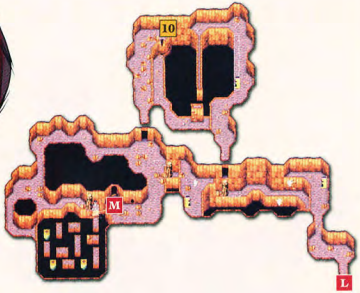


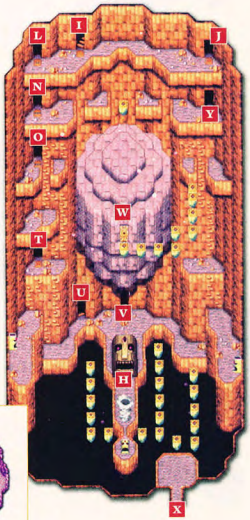


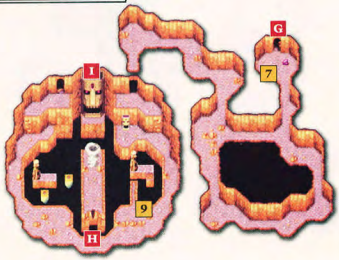


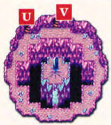
MAP LEGEND

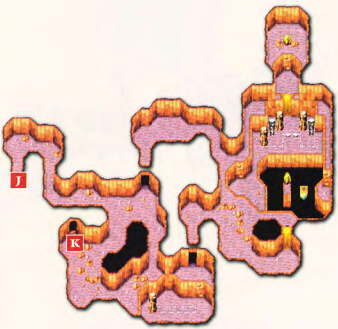
1. Mimic (Lucky Medal)
2. Smoke Bomb
3. Cookie
4. Storm Brand
5. Sleep Bomb
6. Fujin Shield
7. Psynergy Stone
8. Elixir
9. Vial
10. Clarity Circlet
11. 666 coins
12. Vial
13. Psy Crystal
14. Flora
15. Reveal

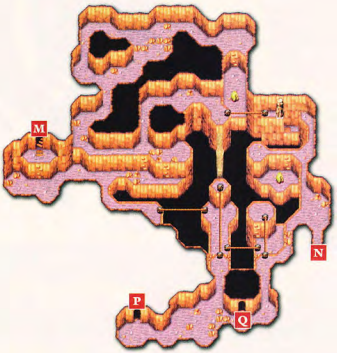


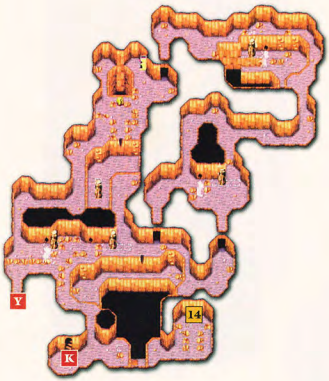


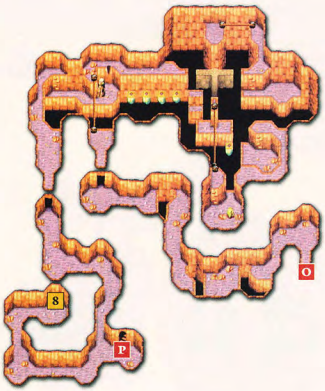





J
K


M
N
P
Q

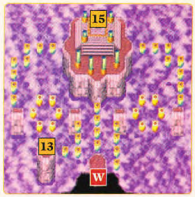

Y
14
K


O
8
P









The Wind Stone Puzzle

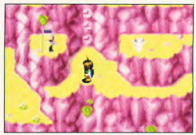


You'll find a Wind Stone as you enter Air's Rock. These strange crystals magnify the power of Whirlwind and can redirect the spell. To use them, cast Whirlwind on the stone. The resulting blast travels in the direction opposite of where you're standing and can cut through sand barriers.



Refer to the map for assistance in using the stones. Hit them all, or you'll miss some treasures. The path leads to a huge Air Stone in the back. Cast Whirlwind on the Air Stone to create a twister that reveals handholds in the wind behind it.

Riding the Wind





Notice the gusts of wind traveling between ledges. These gusts can carry you between ledges. Move to the bottom right corner to collect the Storm Brand, an excellent weapon for Felix. Climb up and ride the wind back to the left to reach the next area.

The Wind Riding Puzzle





Head up the wall to the ledge containing two brown stones. Slide the left stone to the side using Move. Go to the ledge below, drop to the ledge below that. Ride the wind up, and push the second stone to the left using Move. Leap the gap, drop to the ledge below, and ride the wind back up. Head left and climb until you reach a foggy area.



Use Move to slide the brown stone into the hole next to it, then backtrack as if you're trying to reach the ledge with the two brown stones in the previous area. Climb the wall next to the ledge and keep moving up. You enter the foggy area again from a different side. Climb the wall where the brown stone stood and hit the Air Stone with Whirlwind. The fog clears, allowing you to climb further without getting lost. You can get a Fujin Shield if you backtrack and climb the right side again. Otherwise, head up the wall's left side to move on.



Use Whirlwind on the Air Stone at the top of Air's Rock to reveal a hidden cave. This challenge has just begun.

Inside Air's Rock



Air's Rock is a big, confusing place. Head through the cave, and bypass everything you see until you pass through a door with a single dot below it. Beyond that are two doors. Enter the one with two red dots under it.

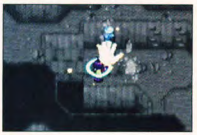




The next room contains a tricky puzzle. Three brown stones and two gray stones are on the floor. Arrange the stones as shown in the picture, so you can cross from left to right, but without blocking the sand to the north. Pass over the rocks and use the Wind Stone to destroy the sand above. Head through the open passage and use the second Wind Stone to destroy the sand to the south. You can reach the brown stone on the room's south side and create a bridge to the west door.

The Geysers





As you enter the room with three red dots below the door, you find several geyser puzzles. Use Move to slide the brown stones around and change the geysers' paths. In the northeast corner, Move the brown stone right to slide past the geyser, then Move the stone back to its original position and use it as a bridge. Follow the path to the brown stone on the southwest side. Move it in front of the geyser, then backtrack to the geyser on the right that's deactivated.

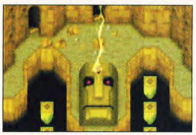


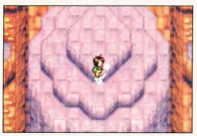
The Shifting Wall



As you enter the room with three blue dots under the door, you find a maze of ledges and ropes. Use the Wind Stone to adjust the wall in the center so it acts as a bridge. Hit it once from the right, then cross and strike it from the top. Do this in the next room, but from the bottom, then the right.

Activating Air's Rock





In the center of Air's Rock you find another Air Stone. Using Whirlwind on it causes the area to kick into action. Once-silent moai heads shoot air in all directions. Ride the wind up and blast the second Air Stone to activate the remaining moai. Ride the wind to the right to reach the chest.

The Stone Tablet



With the moai activated, head into the area you previously cleared to the room with three red dots under the door. Just north of the door there's a brown stone that seems to have no purpose. Move the stone once to the right so it's in line with the hall above. Check the room's north side to find a now-activated moai. Ride the wind to the nearby Wind Stone and shoot a Whirlwind blast south. The blast carries the brown stone to the room's south side. Push the brown stone right, and use it to reach the stone tablet, Flora, in the corner. Backtrack to the area with the giant moai statue.

Back to the Beginning





After you activate the moai statues, you're back near the entrance. Go through the door marked with a single dot, then through the door with two blue dots. Shove the brown stone to

the left, then ride the air blasts left. Push the moai head above to the top of the room, and ride the air left to claim the chest. Push the moai head back to the south and ride the air again to reach the next door.

Four Blue Dots





On the west side of the room with four blue dots beneath the door is a Wind Stone. Blast it with Whirlwind twice, once to the left and once down. The left blast clears the path, but the blast down pushes a moai statue onto a southern cliff. Use the moai's new position to reach a chest on the cliff across the gap.

The Long Hall



In the room with five blue dots under the door there are two long halls. Go up the left hall first, and Move the moai to the right so it can't shoot air blasts down the right hallway. Advance through the right hall without being pushed backward.

Reveal



At the end you find a stone tablet. Touching it gives Sheba the Reveal Psynergy. When used, Reveal shows any hidden objects such as doors or steps within a small area. When you leave that area, the objects vanish and can't be used again unless Reveal is recast.



Use Reveal by following the path on the left. When the path stops, use Reveal to discover a hidden block that allows you to reach the chest in the distance. Then use the same trick to cross the right path and leave Air's Rock to return to Garoh.

Secrets of Garoh

SHOP LIST

WEAPON SHOP

Broad Sword	1,000 coins
Hunter's Sword	520 coins
Battle Axe	280 coins
Heavy Mace	500 coins
Witch's Wand	860 coins

ARMOR SHOP

Leather Armor	240 coins
Adept's Clothes	850 coins
Travel Robe	200 coins
Bronze Shield	500 coins
Leather Gloves	220 coins
Leather Armlet	180 coins
Open Helm	180 coins
Wooden Cap	400 coins
Circlet	120 coins
Safety Boots	700 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

Tracking the Werewolf



Now that you have the Reveal Psynergy, go to the northeast part of town where you saw the werewolf run in and out of the large stone structure. Use Reveal and a hidden door appears.



Enter the cave to see the werewolf. Follow it when it runs away. You meet Maha, the village chieftain. He invites you to spend the night at the Inn free of charge. In the morning, the townsfolk are friendlier. In fact, the weapon and armor shops are now open to you. Return to Maha and speak with him. He sheds some light on the origin of the werewolves and gives the party the Ether Djinni.



Before leaving town, claim Hypnos' Sword. Check the caves behind the homes and shops to find a circle of stones in the southwest corner. Use Reveal to discover a path across the chasm and follow the path to Hypnos' Sword.



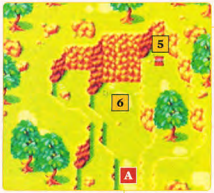
It's time to leave Garoh. Head south, then west from the village. Stay near the shore to encounter the town of Mikasalla.



PRIMAGAMES.COM

Mikasalla





MAP LEGEND

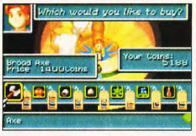
1. Elixir
2. Nut
3. Herb
4. Lucky Pepper
5. 82 coins
6. Spark Djinni



SHOP LIST

ONE-STOP SHOP

Broad Axe	1,400 coins
Psynergy Armor	1,000 coins
Armlet	900 coins
Bronze Helm	600 coins
Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins
Blessed Ankh	1,600 coins



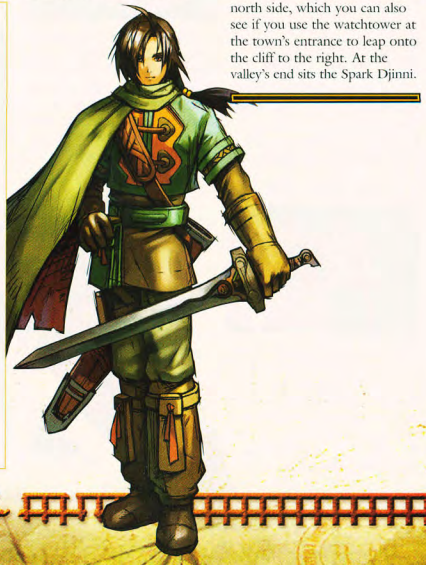
There's little to do in Mikasalla. The local shop sells decent items, but your gear may already surpass these offerings. Shop and explore, then head to Madra.

Djinni Alert: Flash the Mars Djinni





In the southwest corner of town are a couple of farm animals. Use Scoop in this area to uncover a ladder. The ladder leads to a valley on the town's north side, which you can also see if you use the watchtower at the town's entrance to leap onto the cliff to the right. At the valley's end sits the Spark Djinni.



Chapter Three: The Great Gabomba

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Return to Madra to learn of the Kibombo attack.
- ❑ Cross the Gondowan Cliffs.
- ❑ Sneak through the Kibombo Mountains by evading the Kibombo warriors.
- ❑ Find Piers and convince him to join your party.
- ❑ Reverse the gears inside of the Great Gabomba and repair the damaged circuits.
- ❑ Return to Madra with news of your success and acquire the Cyclone Chip.
- ❑ Travel to East Indra Shore, clear the ship of monsters, and restore the power.

PSYNERGIES LEARNED

Cyclone

DJINN OBTAINED

Kindle, Chill, Waft, Steel, Char, Mud





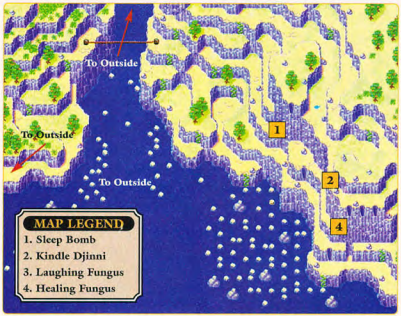
Returning to Madra, you learn that the town was attacked again. The group behind the attack is a Gondowan tribe known as the Kibombo. The purpose of their attack seems clear, as the Black Orb stored in the mayor's home was taken. The orb belonged to Piers and he's left the village to pursue the thieves. Rest up and head west to find the Gondowan Cliffs and passage to Kibombo.

Madra





Gondowan Cliffs



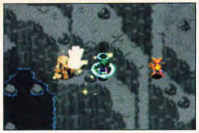


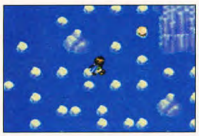


Crossing into Gondowan



The cliffs are treacherous and there's no clear-cut path at first. The dog near the entrance is interested in a spot on the ground. Use Scoop on the spot to reveal a hidden geyser.

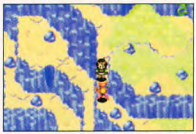




Stay near the bottom of the cliffs while crossing the first time. On the west side, find a jumping puzzle with one piece missing. Look for a brown stone near the puzzle's top and push it into the water below to create the missing step.



Djinni Alert:
Kindle the Mars Djinni
Chill the Mercury Djinni



Before crossing the rope bridge that leads into Gondowan, explore the cliffs above it. Follow the paths to the Kindle Djinni. Defeat it in battle and it's yours.





After leaving the Gondowan Cliffs, cross the bridge to the northwest before the town of Naribwe, then head south. As you explore the woods, you encounter the Chill Djinni. It is handy as you fight your way to Kibombo.

Naribwe



MAP LEGEND

1. Elixir
2. Sleep Bomb
3. Thorn Crown
4. 18 coins
5. Unicorn Ring

The Easy Life







North of the Gondowan Cliffs lies the small village of Naribwe. This village offers an

SHOP LIST

WEAPON SHOP

Broad Sword	1,000 coins
Battle Rapier	2,900 coins
Broad Axe	1,400 coins
Battle Mace	2,600 coins
Witch's Wand	860 coins
Psynergy Rod	3,800 coins

ARMOR SHOP

Adept's Clothes	850 coins
Silk Robe	1,400 coins
Iron Shield	1,200 coins
Armlet	900 coins
Bronze Helm	600 coins
Wooden Cap	400 coins
Silver Circlet	1,300 coins

POTION SHOP

Herb	10 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

opportunity to rest and purchase some equipment. The villagers also know about the Kibombo and the disturbances of late. There's a fortuneteller here who can shed some light on your adventure. Find him when you can't figure out what to do next.

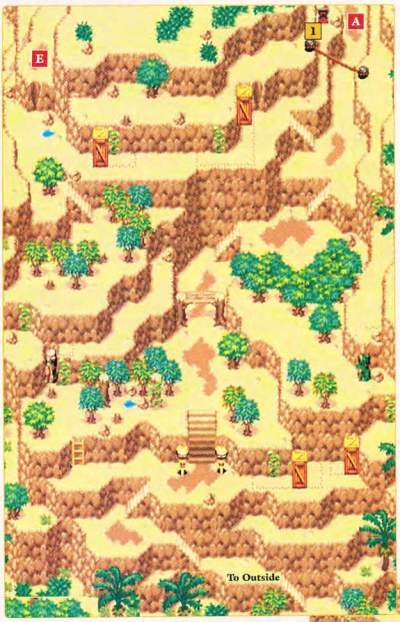
Tricky Treasure





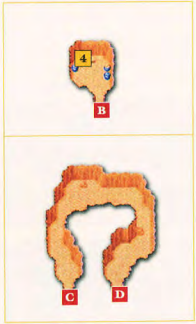
Use Whirlwind on the weed-covered ladder near the huts on the town's west side. Use Reveal on the rocks piled above to find a hidden chest containing a Unicorn Ring. Use Lash to reach the chest in the village's southeast corner.

Kibombo Mountains

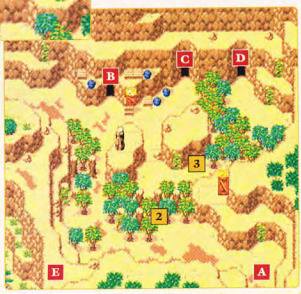


MAP LEGEND

1. Disk Axe
2. Power Bread
3. Tear Stone
4. Smoke Bomb
5. Waft Djinni









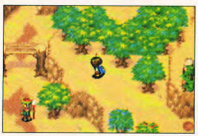
On Watch



The Kibombo Mountains are north of Naribwe and south of Kibombo. Crossing would be easy, but the Kibombo are ready for retaliation and have posted guards all throughout the mountains' main path. There are five guards to sneak past. If a guard sees you, you get stopped and escorted off of the mountain.

The First Guard





Look for two boxes south of the first guard. Push them near each other to create a pair of platforms that you can jump across. Follow the trail over the guard's head.

The Second and Third Guards





The second guard stands near two boxes. Push the boxes so they block the guard's view as you climb across the ledge above him, then use Lash on the rope to pass over the third guard.

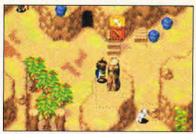
The Fourth Guard





A box sits above the fourth guard. Push the box onto the guard's head so he can't see you. If you miss, leave the screen to try again. You could stay in the trees to sneak past the guard, but you'd miss the chest next to him.

The Guard Dog







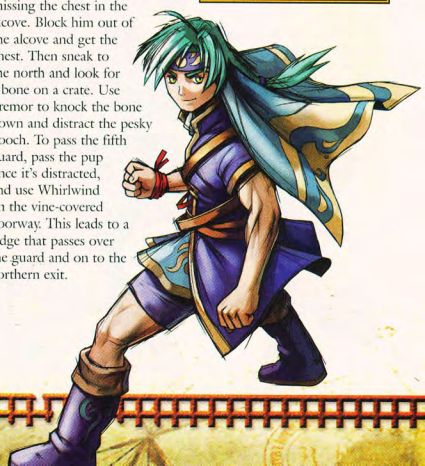
There are two ways to deal with the guard dog. The easiest way is to trap it in the small alcove to the south using the brown stone above, but doing so means missing the chest in the alcove. Block him out of the alcove and get the chest. Then sneak to the north and look for a bone on a crate. Use Tremor to knock the bone down and distract the pesky pooch. To pass the fifth guard, pass the pup once it's distracted, and use Whirlwind on the vine-covered doorway. This leads to a ledge that passes over the guard and on to the northern exit.

Djinni Alert: Waft the Jupiter Djinni





Near the north exit notice a Jupiter Djinni sitting on a cliff. The Djinni is out of reach at first, but after Piers joins your party, you can use his Frost Psynergy to reach the high ledge. You also need to equip someone with Mars and Venus Djinn so you can use the Grow Psynergy. Come back here then.



Kibombo

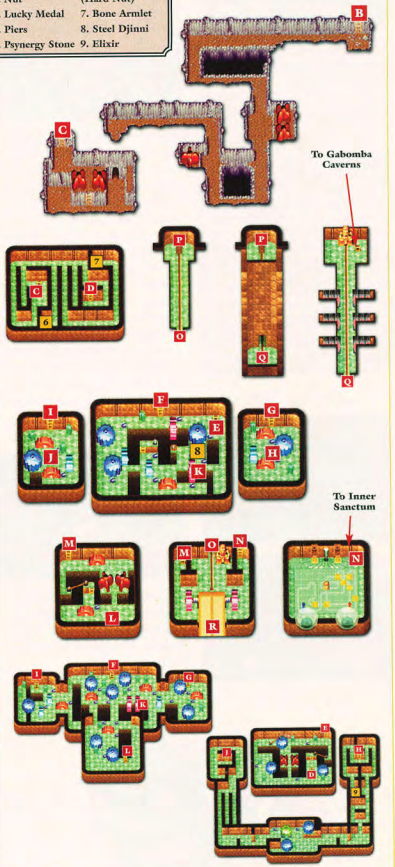




Great Gabomba

MAP LEGEND

1. Lucky Pepper
2. Nut
3. Lucky Medal
4. Piers
5. Psynergy Stone
6. Mimic (Hard Nut)
7. Bone Armlet
8. Steel Djinni
9. Elixir



SHOP LIST

WEAPON SHOP

Claymore	4,000 coins
Battle Rapier	2,900 coins
Broad Axe	1,400 coins
Battle Mace	2,600 coins
Psynergy Rod	3,800 coins
Frost Wand	5,400 coins

ARMOR SHOP

Chain Mail	2,000 coins
Adept's Clothes	850 coins
Silk Robe	1,400 coins
Iron Shield	1,200 coins
Gauntlets	1,600 coins
Armlet	900 coins
Iron Helm	1,600 coins
Silver Circlet	1,300 coins

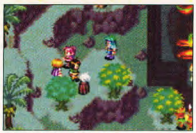
POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

Finding Piers







You arrive in Kibombo to find that an initiation ceremony is underway and Piers is nowhere to be found. All of the buildings are closed and the villagers are choking the road to the ceremony, all hoping to glimpse their new witchdoctor. Look in the village's southwest corner and see a path onto the poles running along the southern entrance. Follow them around and past the crowd, then use the rooftops to reach the ledge on the west. This leads you to Piers, who joins your party after you move the stone to the north.

The Great Gabomba



To enter the statue of the Great Gabomba, go around the back and look for a soft spot in the ground. Use Scoop to reveal a staircase.





The Great Gabomba is a huge machine with lots of spinning gears in its belly. The gears can block your path if they're placed close together and spinning in the direction opposite of the way you wish to go. Thus is the Great Gabomba's challenge. You encounter gears that block your path in several areas, but near the top, two large orange gears block the path to the statue's head. While other gears can be tied up or bypassed, you must find a way to switch the rotation of the final two.





In the lower levels you find an unusual glowing gear. This is the magic gear, which can reverse the direction of the other gears. To make it work, Pound the two stakes next to the gear into the ground. One is on the left and one is on the right. Travel down the left and right sides of the Great Gabomba to reach them. When both stakes are pounded, you can pass the gears at the top of the statue and reach the head.





Not all gears stand in your way. You can use some as moving bridges. If a gear is moving in the direction you wish to go and it's standing on end, you can jump onto the gear and ride it. This also allows for jumping onto gears on their sides, which you can walk across.

Djinni Alert: Steel the Venus Djinni



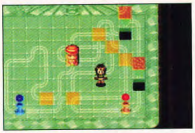




Passing through the Great Gabomba, you see a Venus Djinni surrounded by gears. It's impossible to reach the Djinni until the direction of the gears is altered. Once this is done, there are two gears on the edge of a hole on the floor above the Djinni. Ride the left gear to land on the Djinni's platform.

The Busted Circuit





The ceremony outside isn't working because the circuit in the statue's head is trashed. The circuit must be fixed to get the Black Orb back. Shift the circuits' directions by stepping on the left and right plates at the back of the room, then Pound them into place. If you make a mistake, Pound the stake at the back of the room to eject the circuit tiles. One ball of energy from both the red and blue poles must reach the center post for the mechanism to work.

Rearrange the circuit to match the screenshot above. This is one example of how to solve this puzzle. The puzzle solutions are random.

Claiming the Orb





When the mechanism is fixed, the Black Orb is sucked into the statue, but it disappears. Inspect the statue on the floor below the circuit puzzle. Follow Akafubu to the statue's inner chamber, where the party is challenged to complete the maze below the statue's base. The maze is impossible to complete for the moment, so don't worry about it. Rest in the town, take advantage of the local shops, then head back to Madra.

NOTE

With Piers now in your party, claim the Waft Djinni in Kibombo Mountains and get the Healing Fungus from the Gondovan Cliffs.



Madra





The mayor and his party have returned from Alhafra, but without their boat. The mayor is happy to see Piers and the rest of the party and glad that the Black Orb's retrieval was a success. He gives the party a Cyclone Chip as a reward. The Cyclone Chip allows you to use Cyclone Psynergy, which removes small plants and can be used on twisted platforms as a transporter.

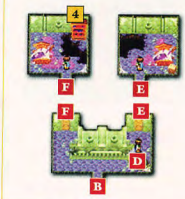
Djinni Alert: Char the Mars Djinni



If you picked up the Healing Fungus from Gondowan Cliffs on your way back to Madra, you can trade it for a new Djinni. Give the Healing Fungus to the elderly couple with a Djinni on the second floor of their house. In return they give you the Char Djinni.

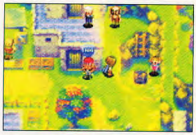
Madra Catacombs

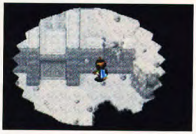




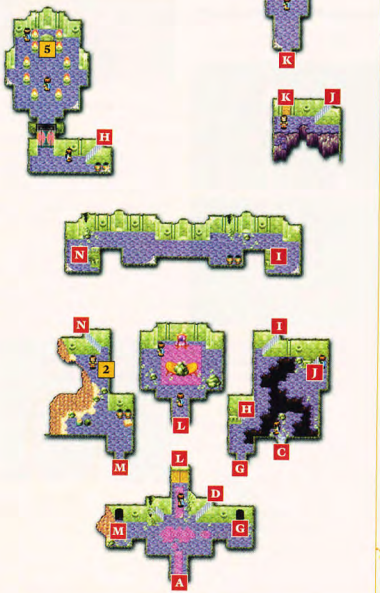
MAP LEGEND

1. Apple
2. Lucky Medal
3. Mist Potion
4. Ruin Key
5. Stone Tablet (Moloch)





Before leaving Madra again, visit the city's catacombs. The entrance in the graveyard is closed, so use the one near the Inn. The tunnels lead to ruins, but the ruins are locked. Use Reveal near the doors to find a switch on the right wall.







The ruin's true treasure is at its heart. To reach it, find the Ruin Key, which is in the chest on top of a bookcase. Climb over the wall outside the building in the northwest corner and enter the door at the top. Find the bookcase and use Tremor to knock the chest into the hole in the floor. Go downstairs to get the key from the chest.



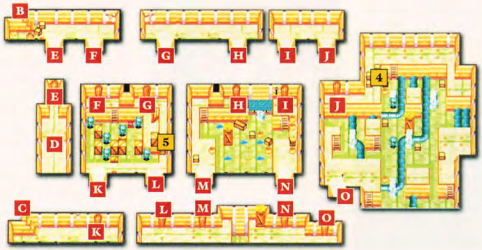


Use the key to bypass the locked doors outside of the treasure chamber inside of the ruined building. There you'll find the stone tablet for Moloch, a new beast for summoning in battle.

East Indra Shore







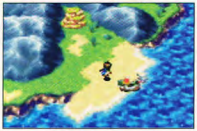


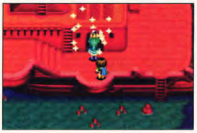
MAP LEGEND

1. Cookie
2. Elixir
3. Potion
4. Antidote
5. Oil Drop



Cleaning House





Return to the East Indra Shore north of Madra where you last saw the Lumarian Ship. Now that you have the Black Orb, the ship can be unlocked and powered. There's just one problem–the ship is overrun with monsters.





Small creatures known as Aqua Jellies lurk in every room. When an Aqua Jelly is defeated it leaves behind a small pool of water. Freeze the water using Piers's Frost Psynergy, which creates frozen column that you can jump on to reach distant ledges.

Aqua Jelly Puzzles



There are two rooms with Aqua Jelly puzzles. All of them are simple. The first puzzle requires defeating and freezing the two Aqua Jellies at the room's bottom. Push the crate between the ice pillars to create a bridge to the room's right side.



For the second puzzle, defeat all of the Aqua Jellies in the room. Each one creates a step to a new area. Slide the crate in the room's middle down one space and to the left to finish one of the necessary bridges.



The last puzzle involves a bridge that collapses when stepped on. Defeat the Aqua Jelly under the bridge and freeze the puddle to create a support. The bridge then becomes passable.

Boss Battle: Aqua Hydra





The path to the engine room is blocked by a horde of Aqua Jellies. When you approach, they transform into a menacing Aqua Hydra and attack. Use Iron and Shade to bolster your defense, and Kindle to strengthen your attacks. The Hydra is vulnerable to being stunned, so use Blitz to paralyze the boss for several turns. Use your summons and strong attacks and this will be an easy battle. Beware of its group attacks, and have someone ready to heal at all times.

NOTE

The chest left after the battle can't be reached until you get Parch and the ship docks in Lumaria, which won't happen for some time. Forget about it for now.

Restore Power



When the battle's over, head below deck. The door is locked by a puzzle. Push the right pillar into the spot on the floor, then fill it with water using Douse. Enter the engine room and the boat springs to life. Now you can travel the world in style and visit the islands in the eastern sea.











At the end of the cave the Great Gabomba gives you a one-of-a-kind treasure, the Tomegathericon, which changes your Character Class when equipped. Retreat from the dungeon and begin exploring the eastern sea.

Fight the current in the next room and run to the north, then around the rocks at the top. Use Cyclone to uncover another pool of water and freeze it. Go to the other side through the water to use the temporary bridge.

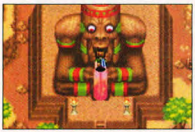
Djinni Alert: Mud the Venus Djinni



A Djinni is on the second floor of the cave. Reach it by standing below the blocked off patch of weeds on the right side of the floor above. Use Cyclone–you get pulled to the floor below and land next to the Djinni.

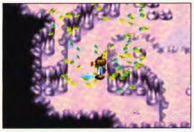
NOTE

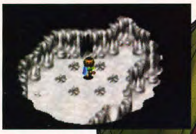
You can undertake the Great Gabomba's challenge any time after you obtain the Cyclone Chip, but it's best to wait until you get the boat to make traveling back to Kibombo easy.





Find a good place to drop anchor south of Kibombo, and head to the statue of the Great Gabomba. Use the stairs in the inner sanctum to reach Gabomba's challenge. Use the power of Cyclone to find the cave's hidden entrance. Stand in the middle of the weeds on the floor's left side and use Cyclone. The resulting twister drops you to the floor below.





Keep Cyclone ready and use it on the weeds below to uncover a puddle of water, which you can freeze to create a bridge. Use Reveal on the circle of weeds to the north to find a hidden door.

Chapter Four: The Trident of Ankohl

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Get the Sea God's Tear from the Daila Village shrine.
- ❑ Get the Right Prong from the Shrine of the Sea God.
- ❑ Travel to Apojii Islands and cast Douse on the Aqua Rock.
- ❑ Enter Aqua Rock and learn the Parch Psynergy.
- ❑ Head south to Tundaria Tower and acquire the Burst Brooch and the Center Prong.
- ❑ Visit Izumo and travel to Gaia Rock to defeat the Serpent and learn the Sand Psynergy.
- ❑ Go to Ankohl Ruins and acquire the Left Prong.
- ❑ Return to Alhafra and use Burst to remove the rock from the ship's mast.
- ❑ Pursue Briggs to Champa and have the three pieces of the trident forged together.
- ❑ Head to Lemuria through the Sea of Time and use the trident to defeat Poseidon.
- ❑ Speak with the king of Lemuria and get the Grindstone.
- ❑ Use Grind to pass through the Gondowan Cliffs.

PSYNERGIES LEARNED

Parch, Burst, Sand, Grind

DJINN OBTAINED

Haze, Steam, Wheeze, Reflux, Coal, Rime, Meld, Flower

Daila Village



Stop in Daila, the village at the beginning of your journey. Moor your boat at the beach north of the village.



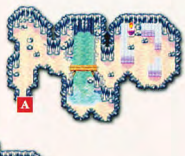


Enter the town's temple and use Piers's Frost Psynergy to freeze the puddles on the floor and obtain the Sea God's Tear. Don't return to your boat. Head south from the town and visit the Shrine of the Sea God.



Shrine of the Sea God

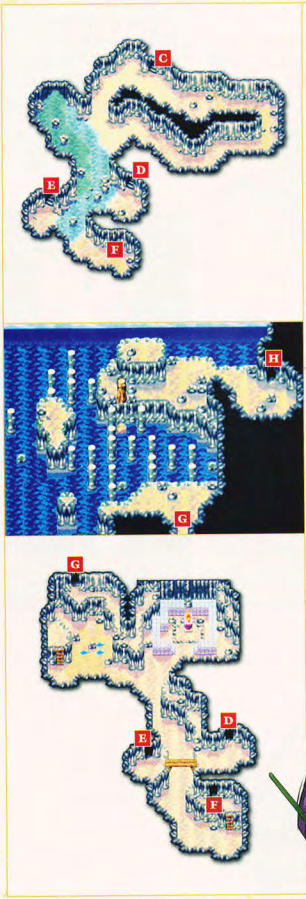


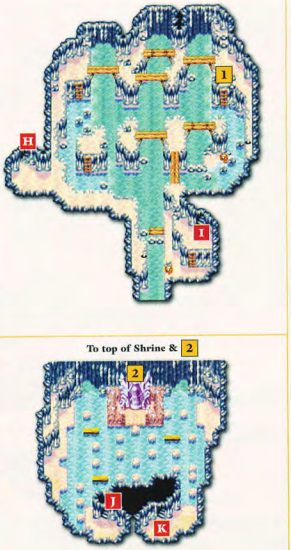




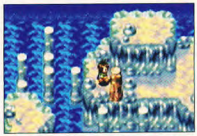
MAP LEGEND

1. Rusty Staff
2. Right Prong





and create a temporary bridge to the north door.



To cross the spires, use the left path first and push the brown stone into the water. Follow the right path over the brown stone.



Look for two cracked bridges in the next room. Step on the cracked bridge to the far right to reach the Rusty Staff. Walking on the cracked bridge near the top takes you to the south door.





The Right Prong

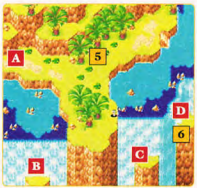


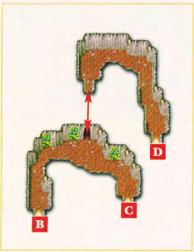
Now that Piers has joined your group, you can explore this area. Head to where you captured a Djinni earlier in the game. To the left of the square structure, notice several puddles on the ground. Use Pier's Frost Psynergy to freeze the puddles

To reach the statue at the end, use Reveal to find a hidden path across the water. Use the Sea God's Tear on the statue to find the Right Prong of the legendary Trident of Ankohl. You still must find two more pieces.

Apojii Islands







MAP LEGEND

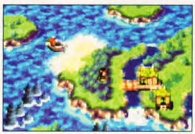
1. 32 coins	4. 182 coins
2. Mint	5. Bramble Seed
3. Herb	6. Haze Djinni

SHOP LIST

ONE-STOP SHOP

Great Sword	7,000 coins
Armored Shell	3,600 coins
Knight's Shield	3,000 coins
Steel Helm	3,100 coins
Guardian Circlet	3,400 coins
Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins
Dragon Axe	10,300 coins
Angelic Ankh	8,400 coins
Water of Life	3,000 coins

The Long Ride to Apojii



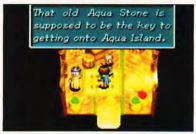
Your next stop is Apojii Island, which is to the east near the edge of the world. It isn't difficult to find, but it's a long ride.

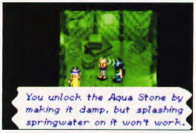


NOTE

While traveling the sea, press ⇳ to search for items in the white shallows found near a landmass and in the ocean's middle. Most searches come up empty, but you may get lucky.

The Aqua Stone







Not much is going on in this town, but the huge stone in the center is worth investigating. Talk to the people around town to learn that it's called the Aqua Stone. A little mind reading reveals that the stone must be wet to reveal its secret. Use Douse on the stone and its magic is unleashed. The resulting magical stream clears the passage to Aqua Rock.

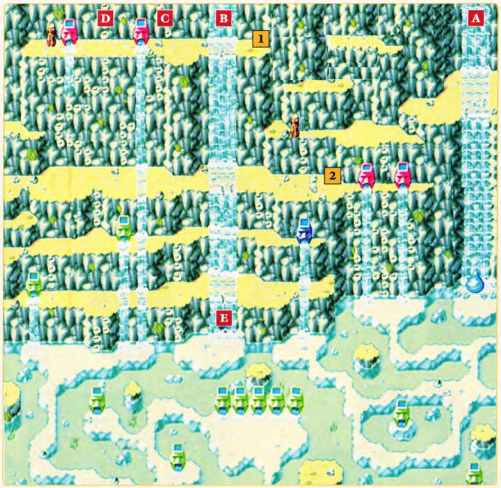
Djinni Alert:
Haze the Mars Djinni

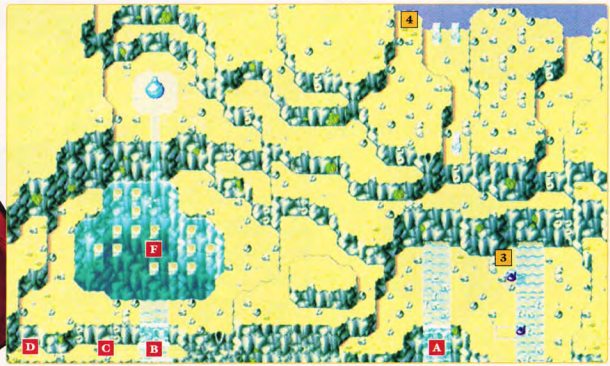




In the back of the village, notice a Djinni on a small cliff that's out of your reach. You need the Sand Psynergy to reach the cliff, which you won't get until you finish Gaia Rock. When you have it, go to the beach on the town's west side and use Sand to move under the rocks. Follow the shallow water to a cave behind the waterfall. Use Whirlwind to reveal a passage inside of the cave that leads to Haze.

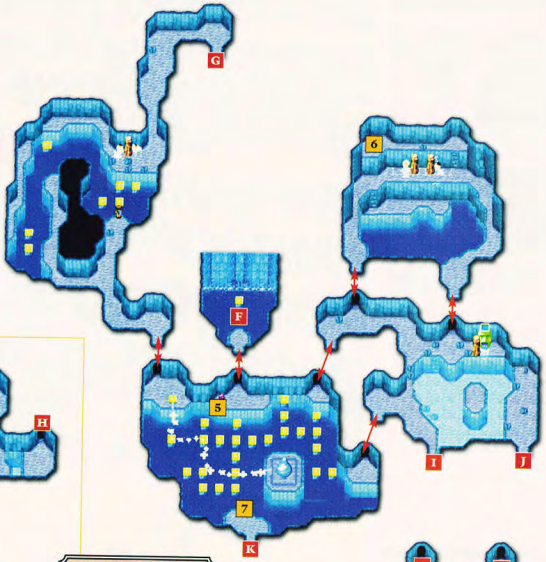
Aqua Rock





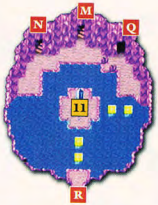








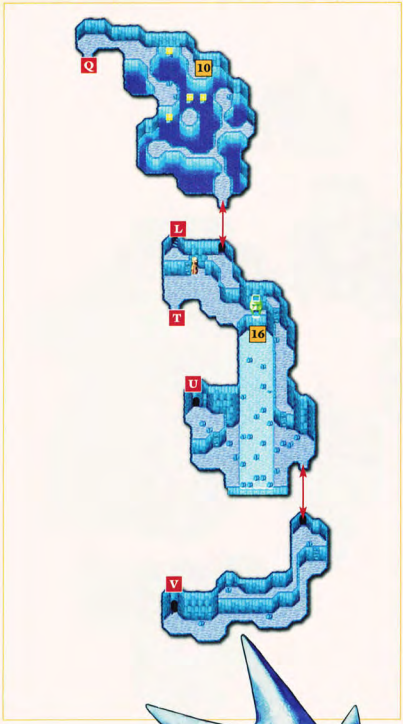




MAP LEGEND

1. Nut
2. Elixir
3. Oil Drop
4. Mist Sabre
5. Psynergy Stone
6. Vial
7. Crystal Powder
8. Tear Stone
9. Water of Life
10. Mimic (Potion)
11. Psynergy Stone
12. Aquarius Stone
13. Lucky Pepper
14. Parch Psynergy
15. Rusty Sword
16. Mercury Djinni Steam


N
M
H
Q
L
8
P
O
S
R
S
13
T
12
U
9
W
V
P
15
E
14
W





The Guardian Moai





If you visit Aqua Rock before stopping at Apojii Islands, the passage is blocked by several stone heads, or guardian moai. To get past the moai, visit Apojii Islands to the north and use Piers's Douse on the Aqua Stone in the middle of the village. The Aqua Stone's magic clears Aqua Rock's entrance of moai.

Entering Aqua Rock





Aqua Rock is watery, with puddles and waterfalls everywhere. To get inside of Aqua Rock you must master the waters. Head up the wall's left side until you reach a ledge with two water moai. Push the brown stone past the first moai and park it in front of the right moai. This allows you to climb the wall on the right.

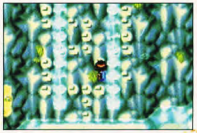




Staying to the right, ride the waterfall down, then drop again to find a ledge with a gray moai. Use Douse on the moai to get the water flowing, then ride the waterfall you've created to the bottom.

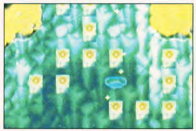


The path leads to another Aqua Stone. Use Douse on the Aqua Stone to reverse the flow of the waterfall behind it. Climb to the left, then ride up the waterfall.





Use the blue stones to cross the rushing water and grab the chest, then use Piers's Frost to cross the gap above and grab the Mist Sabre.



The road ends at another Aqua Stone. Use Douse on the stone and a portal opens in the water below. Climb down and use the portal to enter Aqua Rock.

Inside Aqua Rock



Go to the right, which is the only open path, to find two geysers blocking your path. Use the brown stones to block the geysers. To get the chest above, move each stone twice so they're next to each other, but move past the geysers after the first move with each stone.

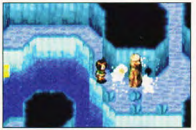


Raise or lower the water levels by Dousing or blocking moai. In the next room, use the stone to block the moai so you can cross.



The path wraps around toward the entrance and places you at an Aqua Stone. Use Douse on the stone to create a magical bridge to the northwest door.

Past the First Aqua Stone



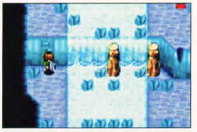
To get past the two geysers, go around to the left and push the brown stone in front of the right geyser. Let the left geyser push you down and head north.





The next room is a circuit puzzle. Push the top right pillar one space right and one space down. Use Douse on the moai, then on the Aqua Stone to create a bridge over the water.

Past the Second Aqua Stone

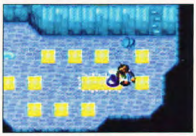




The road ahead is smooth until you reach a rushing river. The trick to crossing the top is to start heading left from the top of the waterfall. If you start below, you won't make it across. At the bottom of the river, push the left brown stone to the right, then use it to jump to the chest before moving on.



The next area has four doors in the north wall. Use the one on the far left. Douse the moai in the next room and hop across the gold platforms.



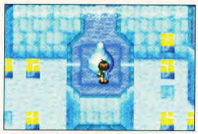
There are two puzzles in the room ahead. To get the Water of Life, move the blue stone left once, Frost the puddle, then Douse the Moai. To reach the door, move the blue stone left twice.



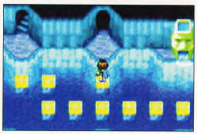


The path is easy to follow until you reach the next Aqua Stone. There's a complex circuit puzzle to solve, so work backward to make it easier. Only three columns move. Move the one on the left to the top right corner, the middle column two spaces left, and the right column to the bottom row's center. Douse the moai and the Aqua Stone to create a magic bridge.

Past the Third Aqua Stone



The hard part of your trip is over. You pass a large Psynergy Stone and find yourself at one last Aqua Stone. Use Douse on it and cross the bridge to the south after claiming the Lucky Pepper in the chest in the northwest corner. Find the Aquarius Stone in the room's center.



Stay in this area and travel down the right side to the bottom. Use the left door to enter the hall with the four doors on the north wall. Use the center door across the water to find a pillar with an opening. Use the Aquarius Stone on the pillar and the water to the north divides, giving you safe passage to the room above.

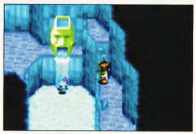






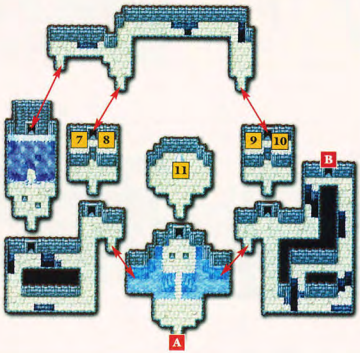
Touch the stone tablet and Piers learns the Parch Psynergy, which allows him to dry up pools of water. Use your new Psynergy on the water surrounding the party. As you head south, use it again to get the chest containing a Rusty Sword.

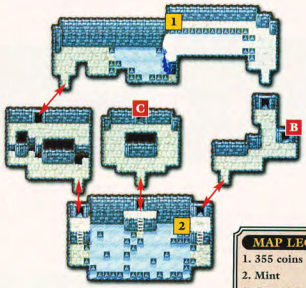
Djinni Alert:
Steam the Mercury Djinni



You still have one thing left to do in Aqua Rock. Use the door on the far right of the room with four doors on the north wall, then the door on the immediate right. This leads you to a rushing river. Cross to the left, then back to the right so you reach the ladder. At the top, find a moai creating the river and a Djinni below it. Use Parch to dry up the moai so you can reach the Djinni.

Tundaria Tower





MAP LEGEND

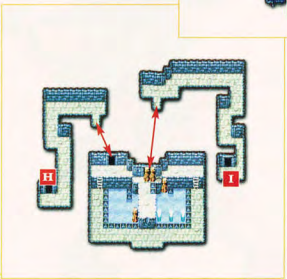
1. 355 coins
2. Mint
3. Crystal Powder
4. Hard Nut
5. Reflux Djinni
6. Burst Brooch
7. Sylph Feather
8. Lucky Medal
9. Vial
10. Lightning Sword
11. Center Prong

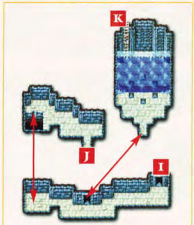






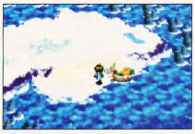








The Deep South





Tundaria Tower isn't easy to find. It's on the large icy continent at the map's bottom. There's only one beach on the continent's far east side and the tower is to the far west.

Djinni Alert: Wheeze the Jupiter Djinni



Before you enter the tower, you can collect another Djinni. Roam the area southwest of the tower to encounter a Jupiter Djinni. Defeat it in combat and Wheeze is added to your Djinn collection.

Inside the Tower



Entering the tower, you find an item locked inside an ice crystal on the bottom floor. Find something to break it open. The doors in the front foyer are blocked by water. Use Parch to drain the water and enter the doors. If you don't have Parch, visit Aqua Rock before challenging the Tundaria Tower.



The Ice Puzzle



Through the right door lies an icy puzzle. To reach the door at the room's top, you need to start from the room's left side, so cross the room to the north. As you move onto the ice, keep making left turns each time you come to rest and you slide right to the door. Go right on the last turn to reach the chest in the corner. You'll have to repeat the puzzle from the beginning to get to the door.

The Three Stairs



After the ice puzzle you find three doors in one room. The left door leads to a valuable item, while the right door goes further into the tower. The middle door leads to a Djinni and a tricky ice puzzle.



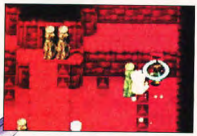
Djinni Alert: Reflux the Mars Djinni



Going through the middle door places you next to a long bed of ice. Slide on the ice to land next to Reflux. It takes a precise path across the ice to reach the Djinni. Go left, up, right, up, left, down, right, up, right, then right again. Defeat the Djinni in battle and Reflux is yours.

Ice and Stones Puzzle



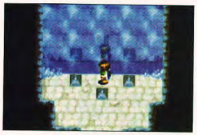




At the top of the tower's right side, metal squares block off two icy areas. Begin by Pounding the right and center ice columns.

Use Move to push the brown stone above them down, left, and up. Climb onto the brown stone you just moved and use Move to shift the right stone in the center to the right. Go down and use Move again to push the stone column on the right to the left, then up, then right. Jump onto the center platform and shove the left stone to the right to clear the door.

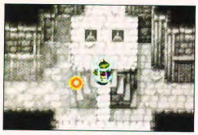
The Ice Wall and the Burst Brooch





Only one last obstacle stands in your way, a huge wall of ice. Use Reveal to discover a path through the ice and find the Burst Brooch at the ladder's top. Now you can use Burst to free the item from the ice at the tower's base. Practice by using Burst on the blocked door below the Burst Brooch.

The Left Side of the Tower



Now that you have the Burst Brooch, check out the tower's left side. Use Burst to blast a hole in the ice wall, then search the four chests beyond. There are great items in this area.

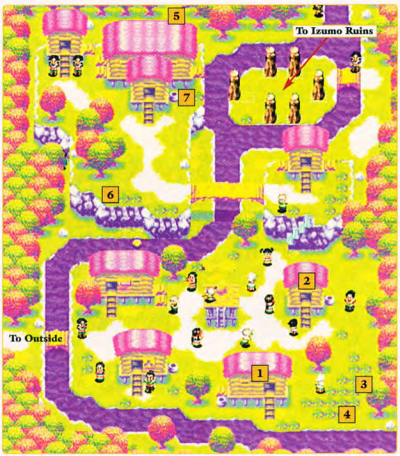
The Center Prong



Use Burst to destroy the ice crystal on the bottom floor. The Center Prong is freed from the ice. You need one more piece!



Izumo



MAP LEGEND

1. Festival Coat
2. Smoke Bomb
3. Antidote
4. Antidote
5. Water of Life
6. Lucky Medal
7. Elixir

SHOP LIST

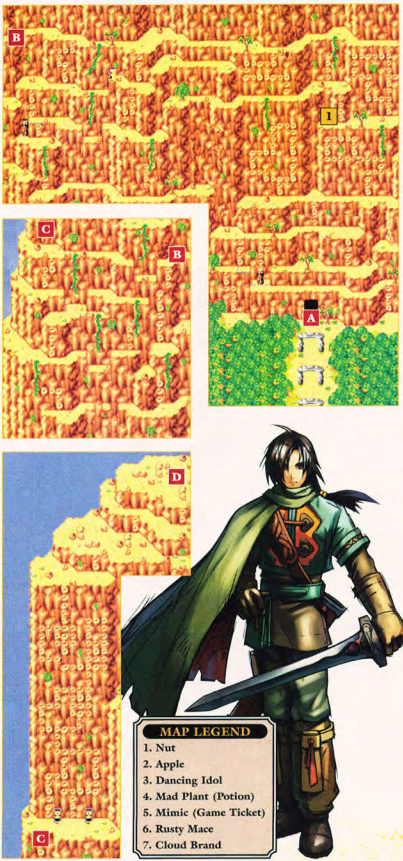
ONE-STOP SHOP

War Mace	6,200 coins
Silver Vest	3,200 coins
Platinum Circlet	4,200 coins
Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins
Shamshir	10,000 coins
Ninja Blade	8,800 coins
War Gloves	4,000 coins
Psy Crystal	1,500 coins



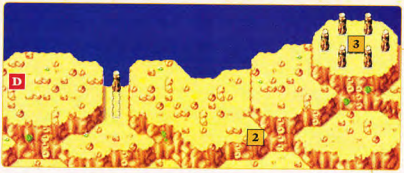
The people of Izumo are terrified of a dragon that lives in the nearby mountains. To appease the beast they must occasionally sacrifice one of their daughters. In this case the sacrifice is to be Kushinada, but her lover, Suza, won't accept Kushinada's fate. He left the village to go to Mt. Mikage to destroy the dragon and save Kushinada's life. Mt. Mikage is actually Gaia Rock, which lies southeast of the village. If the dragon is to be destroyed, your party must face it.

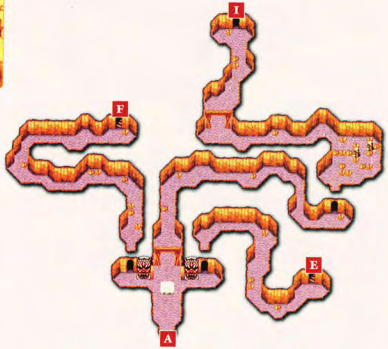
Gaia Rock

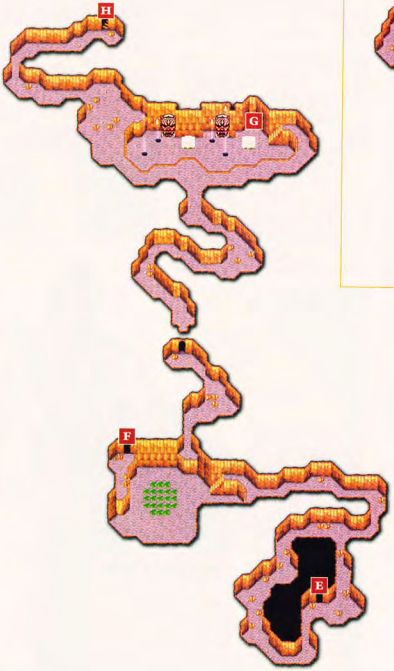


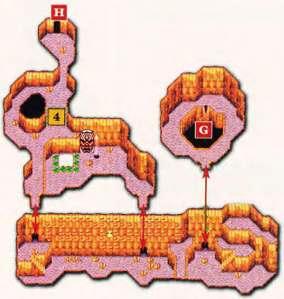
MAP LEGEND

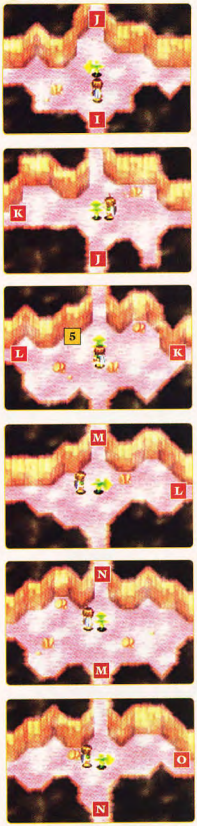
1. Nut
2. Apple
3. Dancing Idol
4. Mad Plant (Potion)
5. Mimic (Game Ticket)
6. Rusty Mace
7. Cloud Brand


D
3
2


I
F
E
A


H
G
F
E


H
4
G





The Dancing Idol



The outside of Gaia Rock is a twisted maze of small cliffs. It's an optional area, but recommended. If you acquire the Dancing Idol from this area, you can weaken the boss before fighting it.



You face several small puzzles on the way to the top. To start, head left from Gaia Rock's entrance and climb up. Push the stone to the right so it rests in the notch and creates a bridge. Head right, go back to the ground, and climb up the left side.



As you head up the cliffs, start to the right, then work your way up and down to the left. You can climb or swing on green vines hanging from the cliffs. To swing on a vine, blast it with Sheba's Whirlwind.



As you near the top, you find a long path of handholds beyond two moai statues. Take the long path up. The short path is treacherous and hidden moai pop out of the cliff, knocking you down. The long path has no such obstacles.

NOTE *This puzzle is random, so rooms won't always appear in this order.*



At the top, slide down the brown stone, then follow the path to a small altar. Use Reveal to find a Dancing Idol on the altar. Pick it up, then use Retreat to return to the entrance.

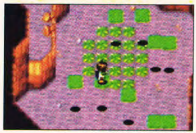
Weakening the Serpent



Upon entering Gaia Rock, you see a small altar and two dragon masks. Use the Dancing Idol from the top of Gaia Rock on the altar and the masks slide to the side. Venture behind the right mask first.



The path leads to a room with many plants on the floor. Stand in the center of the plants and use Cyclone. The plants are transformed into floating platforms, which cannot be reached from this side. Return to the entrance.





Enter the left hallway this time and you come to the floating plant platforms. Hop across them and follow the hall to a second altar. Use Cyclone on the plants next to the altar, and a beam of light shoots through the hole in the floor, striking the dragon. Use the Dancing Idol on the altar to move one of the dragon statues and strike the Serpent with a second beam of light. Each beam weakens the Serpent, and there are still two beams left to find.



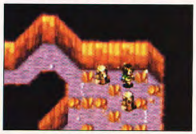
Head left and follow the trail to a room with a climbing wall. Bypass the wall and enter the door on the right. Use the Dancing Idol on the altar in the next room to move another dragon statue and hit the Serpent with another beam of light.





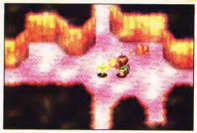
Go to the previous room and climb on the wall to the room's right side. The next altar is trapped in a spider web. Use Cyclone to destroy the web, then follow the altar into the hole. Use the Dancing Idol, then Retreat to the entrance.

The Misty Maze





When the Serpent is weakened, head up the center hallway. Two stones block the path. The trick to the puzzle is to focus on one stone at a time. Move the lower stone out of your way, pass it, then move it to its original spot. Move the top stone into the alcove on the far right.



Things are tricky from here on out. The misty maze is a strange labyrinth where one wrong turn may eject you from the maze. To get through, cast Growth on the plants in the center of each junction and the plants point the way. Otherwise follow these directions to get to the end: left, up, up, right, up, right, right, down, right, right, up, right, right, up.

NOTE

This puzzle is random. This is only one solution.



Boss Battle: Serpent

Enemy Data

Serpent				
HP	PP	STR	DEF	WEAKNESS
3,536	160	249	79	Wind







The Serpent waits at the maze's end. Restore your HP and PP and save your game prior to battle. This isn't an easy match. The Serpent has two actions each turn. It may choose to attack twice, attack once and heal once, or heal itself twice each turn. The Serpent uses many devastating group attacks and a few crippling single strikes. Be ready to cure poison and revive a fallen comrade if necessary.

Start the battle by buffing your party with Iron, Kindle, Steam, and Shade Djinn. Use Megaera and other summon creatures to bolster your attack. Use strong single-target Psynergies such as Ragnarok and Serpent Fume. If a character lacks powerful single-target Psynergies, use group spells instead. Don't hold back. The Serpent can heal 300 hit points of damage each turn, so cause at least that much to progress with each round of battle. This is a long fight, and one of your characters, probably Jenna, needs to focus on keeping the party healthy. Replace effects as they dissipate.





After the battle, a stone tablet appears and Felix learns the Sand Psynergy, which allows the party to move through sand as if swimming through water. Use it immediately to move under the Serpent's remains and collect the Cloud Brand hidden under the water on the right side.



Return to Izumo for your rewards. The town is back to normal, but there's one thing left to do there.

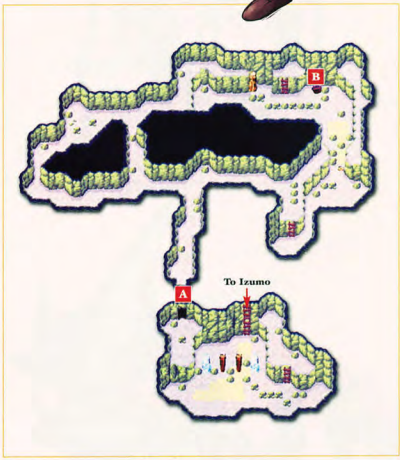
Djinni Alert: Coal the Mars Djinni



Return to Izumo and give the Dancing Idol to the village leader. In return, she gives you her pet Djinni, Coal.

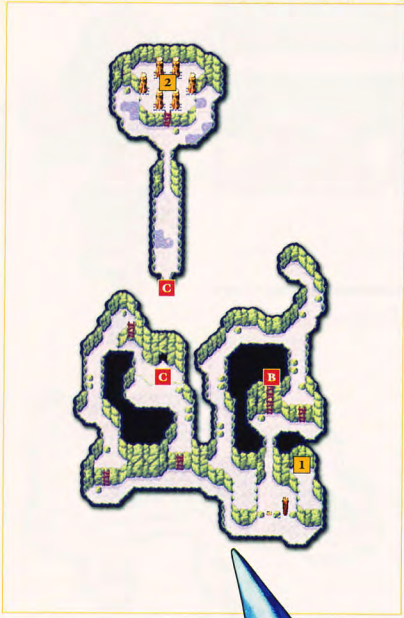


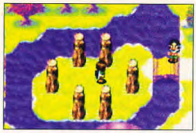
Izumo Ruins



MAP LEGEND

1. Phantasmal Mail
2. Ulysses





On Izumo's east side, several brown stones are in a circle. One of the stones is slightly out of place. Moving the stone back into place opens a hidden door in the circle's center. Use Reveal to see the door, which leads to the Izumo Ruins.



The ruins are small and simple, but there are a few puzzles. When you enter, you find two stakes and two puddles. To reach the left puddle without Pounding one of the stakes, use Sand to pass under the stakes.



Head right first and Pound the stake, use Sand to move under the rocks, then Move the brown stone one spot to the right. Circle around to the left to reach the next area.

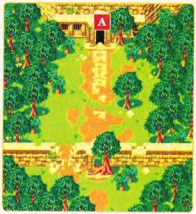


In the next room, head up the ladder to the right and claim the Phantasmal Mail before Pounding one of the stakes into the ground. At the cave's left end is a large pool. Use Parch to reveal a hidden door.

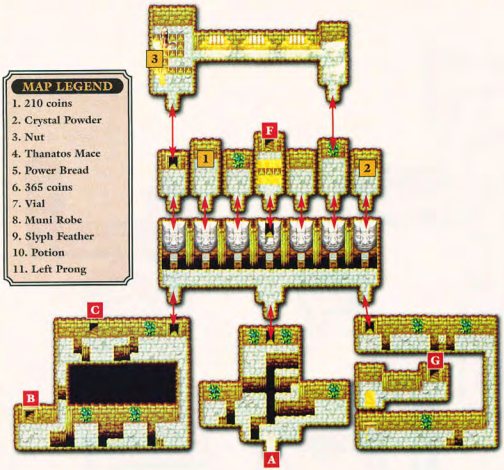


Beyond the door is a stone tablet. After reading it, the party can summon Ulysses if two Mercury and two Mars Djinn are on standby. Retreat from the ruins and head for the Ankohl Ruins to the west.

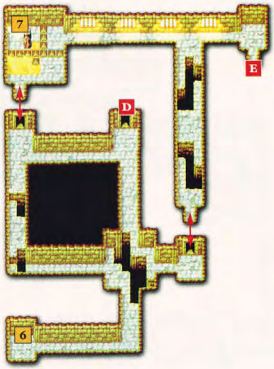
Ankohl Ruins

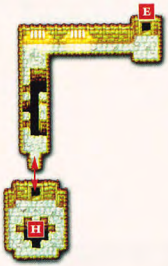




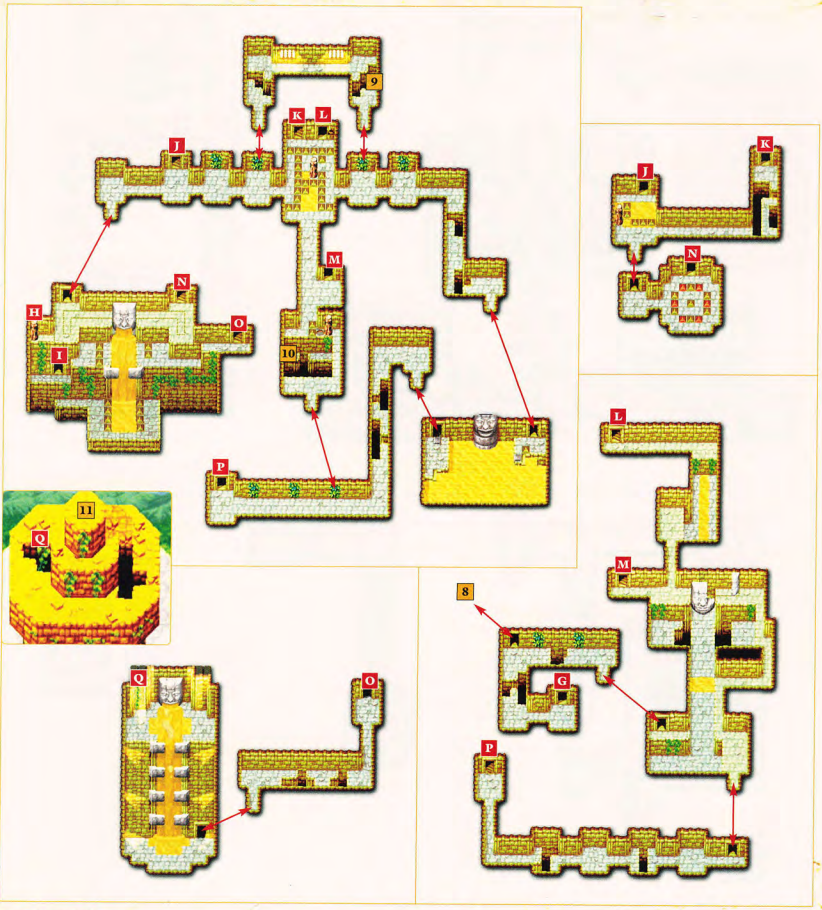

MAP LEGEND
1. 210 coins
2. Crystal Powder
3. Nut
4. Thanatos Mace
5. Power Bread
6. 365 coins
7. Vial
8. Muni Robe
9. Slyph Feather
10. Potion
11. Left Prong
1
2
3
A
B
C
F
G


B
C
D
4
5

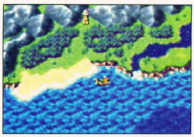

6
7
D
E


E
H


F
I


9
K
L
J
M
N
H
O
I
10
P
11
Q
K
J
N
L
M
8
G
P
Q
O

Locating the Ankohl Ruins



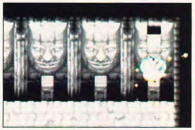
The Ankohl Ruins are on the south side of the continent west of Izumo. Look for a large beach with a tower to the north.

Sand and Stone



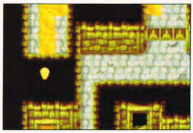
Before you can challenge the Ankohl Ruins, you must have the Sand Psynergy. Learn this at Gaia Rock, on an island east of Ankohl Ruins. Sand allows you to burrow through sand-covered areas in the same manner as the King Scorpion from Yampi Desert. If you don't have the Sand Psynergy, you can enter the ruins, but you won't get far.

The Seven Stone Heads



Enter the ruins by using Whirlwind to blow away the vines covering the door in the first room's center. Beyond the door are seven huge stone heads. Beginning from the right, use Move to slide the center piece of each head forward and explore behind it. There are several treasures. Ignore the center head, which is open. The path behind it is useless at first.

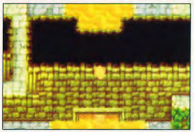
The Southwest Path



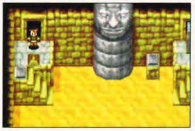


From the seven stone heads, there's a southwest and a southeast door. Use the southwest door first. Follow the hall south and around. When the hall stops at a patch of sand, use the Sand ability to move under the wall. At the end of the hall lies a broken stone head. Push the piece into place and the room below fills with sand.





Backtrack to the room before the seven stone heads. Use Whirlwind to uncover a door in the top wall and enter. It leads to the room you filled with sand. Use the Sand Psynergy to pass under the wall and continue through the north door.



Ahead, you enter a room that fills with sand when you step on a switch near the door. Step on the second switch before the rising sand covers it. If you're too slow, you have to leave the room and try again. The rising sand cannot kill you, so fear not.

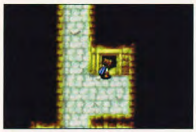




Drop through the hole in the room and you land in a large room with a stone head in three pieces. Your goal is to rebuild this head. Push the pieces on your side into place, then enter the door above. Move the brown stone at the end of the hall. Return to the previous room. Use the door below to return to the area containing seven stone heads.

The Southeast Path





To use the southeast path from the seven stone heads, you must have fully explored the southwest path. Otherwise a brown stone blocks the southeast path. There are few obstacles on this side. You face another room containing rising sands, but the only difference is that this room fills quicker, so you must act faster.

PRIMAGAMES.COM



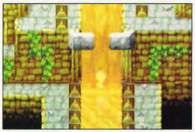


At the end of the path, you are on the right side of one of the broken stone heads from before. Push the piece into place, and the head's eyes glow. Backtrack to the left side of the same room. When you jump in front of the head, it charges forward. While you're being pushed over the small sand patch in the floor, use the Sand Psynergy so the stone passes harmlessly over the party. Explore the hall behind it.





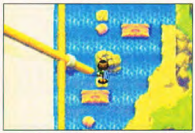
The hall leads to a room containing a single piece of a stone head trapped in a square. Use Reveal, and a hole appears in the floor's center. Move the piece into the hole and head downstairs. Shove the piece into the stone head in the room's center and a sand river is created.





Go to the second hallway and cut under the sand to get to the sand river's opposite side. Walk to the bottom of the room and use the Sand Psynergy to ride up the river. Repeat on the second river to reach the top of Ankohl Ruins and the Left Prong of the legendary Trident of Ankohl. You should now have all three pieces of the trident. If not, check the previous sections to learn how to collect the other pieces.

Alhafra Dock







After you have all three pieces of the trident, return to Alhafra. Use Burst on the large rock trapping the ship's mast. The mayor arrives and thanks you for your help and invites you to his home. Briggs escapes jail just as the boat is finished. Return to the dock and watch as Briggs and company set sail for their homeland, Champa.

Champa



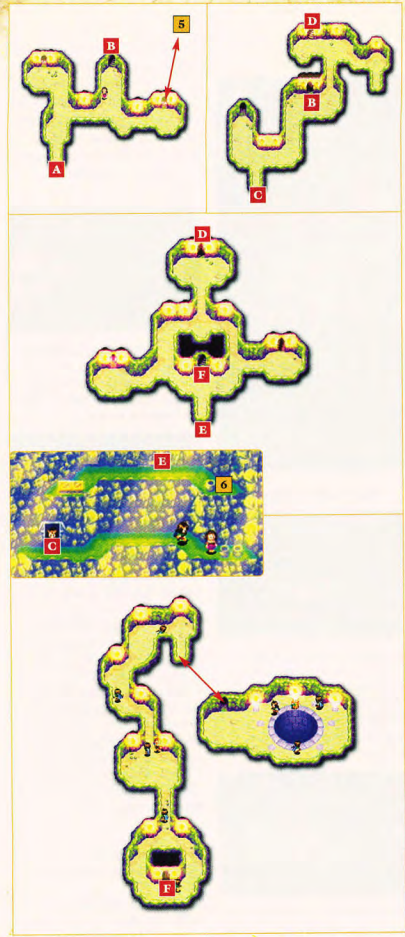
MAP LEGEND

1. Viking Helm	4. 12 coins
2. Golden Ring	5. Sleep Bomb
3. Smoke Bomb	6. Lucky Medal

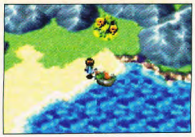
SHOP LIST

ONE-STOP SHOP

Master Rapier	6,800 coins
Great Axe	5,200 coins
Plate Mail	4,400 coins
Silver Armlet	4,000 coins
Silver Helm	3,900 coins
Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins



Sailing to Champa



After you have all three trident pieces and Briggs has escaped Alhafra, visit the town of Champa. The town is east of Ankohl Ruins.

Feizhi



Upon entering town the party encounters Feizhi, a young girl Isaac helped in another village. She gives the party a Golden Ring and asks them to deliver it to Isaac should they encounter him. This event only happens if you saved Feizhi's brother in *Golden Sun*.

Briggs and Obaba





It doesn't take long for the pirates to spot Felix. They warn Briggs and he runs off in a panic. Follow him through the caves to a room at the top where his grandmother, Obaba, spends her time. Briggs begs for his grandmother's assistance and she obliges by summoning a ferocious Avimander.

Boss Battle: Avimander

Enemy Data

Avimander				
HP	PP	STR	DEF	WEAKNESS
3,792	87	281	89	Water





The Avimander is a tough fire creature capable of devastating damage. It attacks twice each round like the Serpent from Gaia Rock. Most of its attacks strike multiple targets, but it does use some single strikes. Make sure you have some way to revive downed characters, just in case.

Use Iron, Steam, Kindle, and Shade to strengthen your party. Use strong single strikes such as Ragnarok and Serpent Fume. Summons such as Nereid, Neptune, and Boreas are also effective. Keep Jenna or anyone with a group healing spell casting every or every other turn to keep the party alive. This will be a lengthy battle, so you may need to restore her PP using the Ether Djinni.

The Ancient Trident of Ankohl

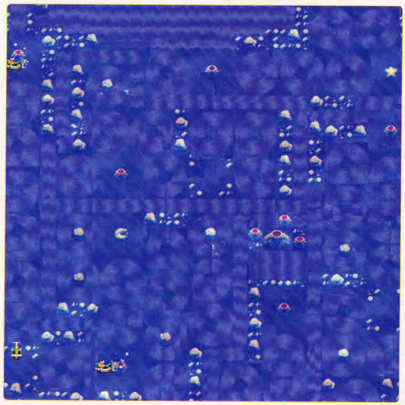
After you defeat the Avimander and Briggs leaves, speak with Obaba and give her the three trident pieces. She places the pieces in her forge, creating the ancient Trident of Ankohl. With it you can eliminate Poseidon's force field when attempting to enter Lemuria.

Alex, Karst, and Agatio

As you leave Champa you encounter Alex, but he's no longer traveling alone. His new friends leave something to be desired and it appears your alliance is over. There won't be a fight this time, but you can bet things are going to get unfriendly soon.



Sea of Time



Finding Lemuria

Lemuria is the large fog-covered island in the ocean's middle. Head for the fog and you encounter rocks surrounding the island. Look for the entrance on the south side. The entrances on the other sides don't lead anywhere.

Hazardous Waters



Reaching Lemuria isn't easy. Rapid currents, whirlpools, and active volcanoes protect the island. The path through is simple, but getting there requires timing, which takes practice.



Whirlpools catch your ship, but they won't sink it. You can sit in the middle of a whirlpool for as long as you like without fear. To get out of a whirlpool, wait for the boat to spin in the direction you want to go. Three quarters of the way through the spin, push in the direction you want to go and the boat should break free.



Most of the rushing currents are bad news. You only need to hit one the entire time. If you get caught in a fast current, it will take you out to sea.



The volcanoes are the real kickers. Spinning around a volcano three times causes nearby currents to vanish for a moment, giving you time to cross to the next section. You must act quickly. Whenever you're stopping a current, figure out which way you're going first. Spin around the volcano from the point where you want to be when the currents stop. If you're in the wrong spot, the currents will pick up before you make it across.

After you have the timing down, the rest is easy. Follow these directions to get through fast:

- Up to first volcano, then north to current running north.

- Northeast to second volcano, then across the river to the north.
- West to third volcano, then across river to the south.
- South to fourth volcano, then across river to the south.
- South to fifth volcano, then across river to the west.
- Northwest to sixth volcano, then across river to the north.

Boss Battle: Poseidon

Enemy Data

Poseidon				
HP	PP	STR	DEF	WEAKNESS
110	0	42	5	None





Save at the last volcano, because you're about to come face-to-face with the god of the sea, Poseidon. This is the toughest battle yet. Poseidon gets three actions every turn, and he's capable of harsh amounts of damage. He even has a few attacks that can drown one of your characters.



First, use the Trident of Ankohl against Poseidon. He's protected by a force field, and the trident is the only thing that can destroy it. After the field is gone, you can continue using the trident every turn if you wish for a powerful magic attack.

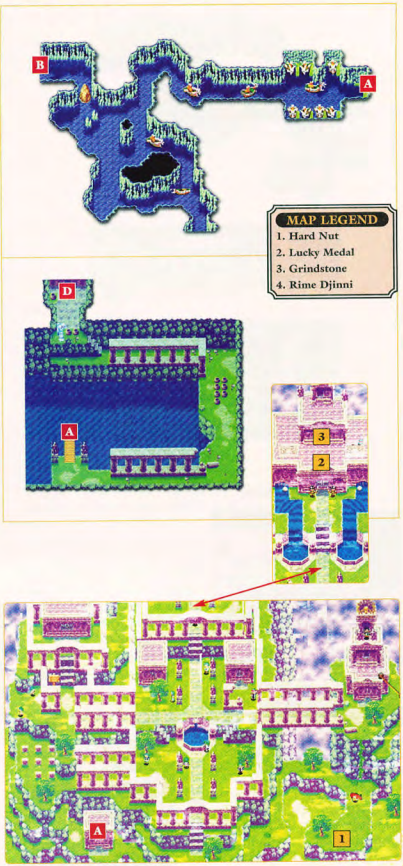




Summon Meteor as one of your first attacks, then follow it with other fire summons. From that point on, build your defenses. Focus on elemental defenses and increasing your attack power. Poseidon deals a lot of damage, so you need two or three characters capable of healing. Also have two characters capable of Reviving downed allies. Sometimes this battle comes down to sheer survival. Don't hold back. Use your strongest attacks and Poseidon will fall.



Lemuria



PRIMAGAMES.COM



Visiting Lemuria





Leave your boat at the dock and head into Lemuria. Your first stop is the palace, but it's locked for the moment. Head south and check the left house. This is Piers's uncle's home. He gives Piers some bad news, but he contacts Lunpa so you can meet him. Head to the town's east side and climb into Lunpa's house. He takes you to the palace, where you learn about Alchemy and the world's fate. You're given the Grindstone, which allows you to use the Grind Psynergy. Grind can demolish stones.



The Coin Toss



In the center of town lies a large fountain where you can play a minigame. Toss coins and Lucky Medals into the fountain to try to win a prize. For each coin you throw into the fountain, you can win as many as 20. If you toss Lucky Medals, you can win some cool prizes such as the Eclipse summon, Psy Crystal, Water of Life, Hestia Blade, Floral Dress, and Aegis Shield. Practice with coins until you get a feel for how the game works, then toss Lucky Medals. Save before tossing anything, so if you don't get what you want, you can reload your game and try again.

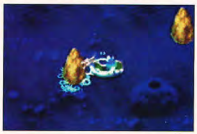
Djinni Alert: Rime the Mercury Djinni



As you leave Lemuria by boat, go into the cave under the city. Head to the left and use Grind on the large brown stone blocking a passage in the corner. Follow the water to a dock. Explore the area and look for a grass patch behind a wall on the west side of the ruins. Use Cyclone to disrupt the grass, and a Djinni pops out. It runs from the party and hides under the nearby statue. Use Tremor to knock the Djinni out, and it surrenders without a battle.

Gondowan Cliffs

Breaking Free



With the Grindstone in hand, set sail for Gondowan Cliffs. Use Grind to destroy the large brown rock that blocks the channel. Now you have access to the world's west side.

Extras

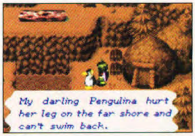
Don't leave the east too quickly. You still can find lots of cool things here. Check out the following locations for a few extra adventures.

E Tundaria Islet

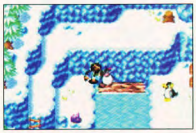


MAP LEGEND
1. Lucky Medal
2. Psynergy Stone

The Trading Game (Step 1)







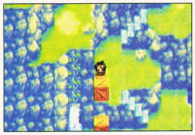
Notice a penguin in yellow near the shore. Read its mind to learn that the penguin on the opposite shore is hurt and needs help. Ride the ice floes across the water and push the log down to create a bridge. Then push the penguin across the log. The yellow penguin is grateful and gives you a Pretty Stone in thanks. Take the Pretty Stone to SE Angara Islet.

SE Angara Islet



MAP LEGEND
1. Lucky Medal

The Trading Game (Step 2)







There's little on this island. There are two boxes, one high and one low. Near the entrance, there is a puddle. Use Frost on the puddle, and you can reach the vine above it. Push the top box over the cliff, then two spots to the right of the frozen column. Push the second box onto the first. You can hop from the boxes onto the ice and climb the vine. At the top, the parrot flies to its nest. Use Mind Read, and the parrot trades your Pretty Stone for its Red Cloth. Take the Red Cloth to N Osenia Islet.

N Osenia Islet



MAP LEGEND
1. Lucky Medal

The Trading Game (Step 3)

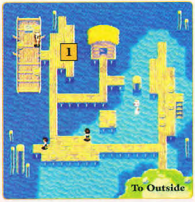






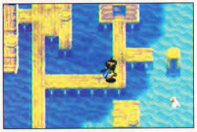
There's a cow in a pen on the town's west side. Use Sand to pass under the pots on the southwest corner. Cast Mind Read on the cow, and it notices the Red Cloth. Felix ties the Red Cloth to a nearby tree and the cow gives him Milk in exchange. Take the Milk to W Indra Islet.

W Indra Islet



MAP LEGEND
1. Lucky Medal

The Trading Game (Step 4)

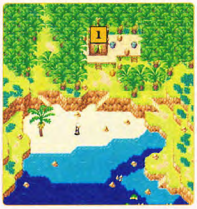




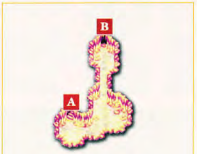


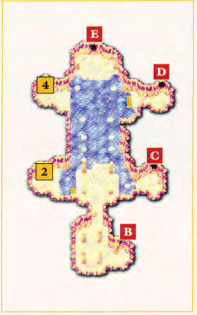
Look for a dog in the water. Use Mind Read on it, and it gets excited about the Milk you carry. Give the Milk to the dog, and it gives you a Li'l Turtle in exchange. Take the Li'l Turtle to the Sea of Time Islet.

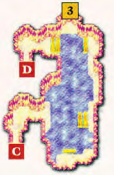
Sea of Time Islet











MAP LEGEND

1. Lucky Medal
2. Turtle Boots
3. Meld
4. Rusty Staff

The Trading Game (Step 5)







Look for a turtle along the beach. Use Mind Read on the turtle to find he's lonely and wants a friend. Give him the Li'l Turtle, and the turtle offers to show you his secret spot– Islet Cave.

Islet Cave



The cave contains many cool treasures. Roll on the logs to reach them. The best treasure is a Venus Djinni near the back of the cave. After you leave the cave, you can return at any time by using Mind Read on the turtle.

Djinni Alert: Meld the Venus Djinni



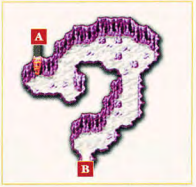
Complete the trading game by giving the turtle the Li'l Turtle. He takes you to the Islet Cave where you'll find many treasures, including Meld. You have to defeat the Djinni in battle, so be ready.

Yallam









MAP LEGEND

1. 16 coins
2. Antidote
3. Oil Drop
4. Masamune

SHOP LIST

WEAPON SHOP

Claymore	4,000 coins
Battle Rapier	2,900 coins
Broad Axe	1,400 coins
Battle Mace	2,600 coins

ARMOR SHOP

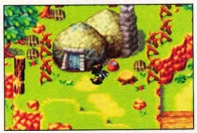
Jerkin	2,400 coins
Heavy Armlet	2,000 coins
Mail Cap	2,000 coins

POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins

The Master Blacksmith





Yallam lies east of Alhafra. The only way to reach the village is to drop anchor on the southeast corner of Osenia and hoof it north through the wilds. The town doesn't have a significant role in the game's story, but don't miss it.



A master blacksmith in town seems unmotivated. Bring him special items and he'll forge them into powerful weapons, armor, and equipment. These include any items that are listed as "forgeable" when inspected, or rusty weapons found while adventuring. His services aren't free, but they're worth the cost. Forgeable materials and rusty weapons are rare. If you find either, bring it to the blacksmith. Otherwise by the time you pay to have it forged, the item you get may be less powerful than what you already have equipped.

The Children's Song



On Yallam's east side, kids sing a song that has a hidden meaning. They're describing the proper way through the Sea of Time outside of Lemuria. Because you have this strategy guide, you won't need to learn their song.

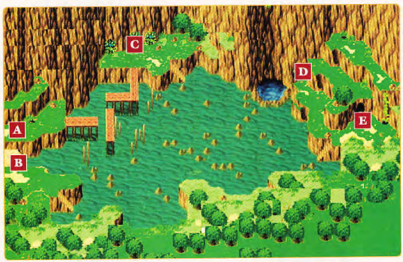
Things to Come



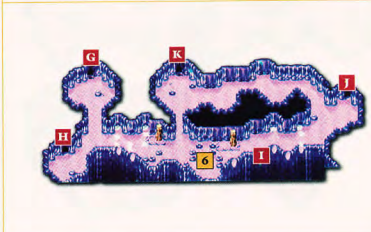
On the town's west side is a log standing on end. The log can't be tipped without the Force Psynergy, which isn't acquired until the Jupiter Lighthouse is cleared, and then only if the Orb of Force was found in *Golden Sun* and transferred to *Golden Sun: The Lost Age*. The clearing behind the log hides a cave containing a powerful Masamune sword.

Taopo Swamp





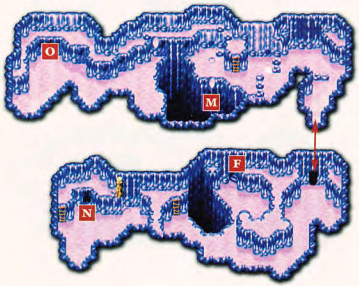




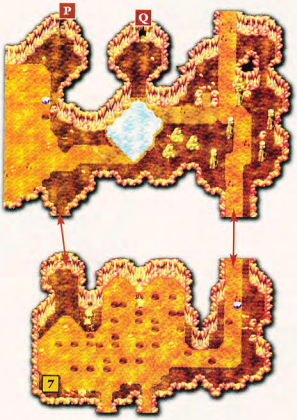

H
J
I
3
5

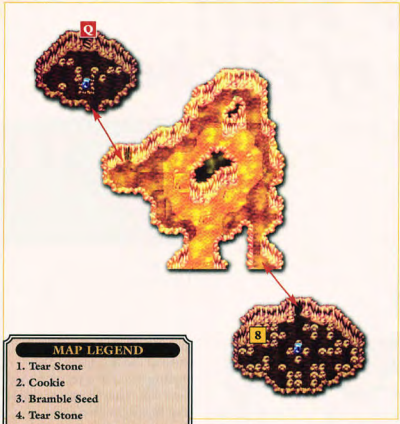

K
L


L
4


O
M
F
N


O
M
P
N


P
Q
7

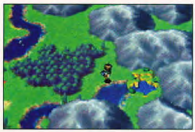


MAP LEGEND

1. Tear Stone
2. Cookie
3. Bramble Seed
4. Tear Stone
5. Mad Plant (Lucky Medal)
6. Flower Djinni
7. Vial
8. Star Dust

Taopo Swamp. You need to explore this area if you want to find all the Djinn.

The Lost Swamp





Leave Yallam through the north exit, then head west around the mountains and south through the valley to encounter a well-hidden dungeon known as

Bubbling Waters

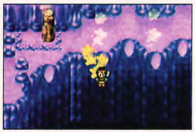




The swamp waters are deep and thick. Swimmers are rapidly sucked under to an unfortunate demise. Scattered throughout the water are large air bubbles coming from some unseen force. The bubbles are large enough to stand on, and they lift you out of the murky waters. Run from bubble to bubble to reach the opposite side. If you get sucked under, you reappear where you entered the water.

Djinni Alert: Flower the Venus Djinni





Use the bottom entrance on the swamp's right side to find a Djinni that's out of reach. To get it, block the steam vents near the Djinni with brown stones. When the vents are blocked, the Djinni gets knocked to the room below. Follow the Djinni over the edge by sliding down the lip at the edge of the huge hole in the floor. You can slide at several spots. Use the one to the right of the Djinni's initial position, then hop over to the Djinni's new position and prepare for battle.





The top entrance to the east leads to a long series of caves. Passing through, you see divots in the ground. Use Douse on these divots to create pools of water. Use Frost to freeze the pools to create ice columns. Steam vents melt ice columns, so once a puddle is frozen, cross it before it melts.





The bottom of the cave flows with lava. Use Douse on the burning rocks to cool them off, then Move them to create bridges across the lava. On the area's east side is a stone precariously balanced on a post. Use Tremor to knock the stone off of the post, which drastically alters the landscape and allows for access to the deepest parts of the cave.

Chapter Five: The Rebirth of Alchemy

Checklist of Events

Mark off each event and objective as you complete it!

- ❑ Meet Moapa in Shaman Village and defeat him on Trial Road to earn the Hover Jade.
- ❑ Activate the Jupiter Lighthouse and encounter Isaac and company.
- ❑ Explore Magma Rock to learn Blaze and obtain the Magma Ball.
- ❑ Visit Loho and destroy the wall using the cannon and the Magma Ball.
- ❑ Enter the Northern Reaches and destroy the ice wall with the cannon and Magma Ball.
- ❑ Pass through Prox and head to the Mars Lighthouse.
- ❑ Obtain the Mars Star.
- ❑ Light the Mars Lighthouse.

PSYNERGIES LEARNED

Hover, Blaze, Teleport

DJINN OBTAINED

Eddy, Aroma, Petra, Gasp, Geode, Salt, Core, Whorl, Tinder, Gel, Fury, Lull, Mold, Serac, Crystal, Gale, Fugue

Shaman Village Cave



The Road to Shaman Village



Shaman Village sits in the center of Hesperia, surrounded by mountains. The only way in or out of the village is through a short cave known as the Shaman Village Cave, which lies south of the village. Your first trip through the cave is uneventful.

Use the left passage to go around the outside of the main room, then out the door on the other side. There's nothing to it, but it's obvious that there's more to do later. The party just lacks the power at the moment.

Navampa, Azart, and Satrage





After you clear the Jupiter Lighthouse, return to the Shaman Village Cave. When you do, you may encounter Navampa, Azart, and Satrage from *Golden Sun* if you fought them in the first game. They challenge you to a rematch they can't win. They're easy to defeat. Use Psynergies that strike all three enemies simultaneously and have fun with the battle. Use your strongest summon just for grins. After the battle, forgive them and they hand over a Golden Shirt.



Djinni Alert: Eddy the Mercury Djinni

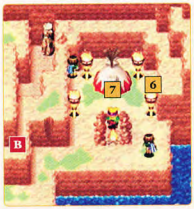




In the main room, you see a Djinni on one of the plateaus in the center. You can't reach it until after the Jupiter Lighthouse when the second party joins the quest and you have Lift. Enter the central area through the middle door past the southern cave entrance. Use Lift to move the rock right, go around and back, and do the same to the rock second from the right, then the left rock. Frost the puddle of water on the ground before using Whirlwind to clear the weeds at the back of the cave to reveal steps. Climb up and use the frozen pole to leap across the gaps and reach the Djinni. Defeat it to claim it.

Shaman Village









MAP LEGEND

1. Elixir
2. Spirit Gloves
3. Weasel's Claw
4. Hard Nut
5. Lucky Medal
6. Aroma Djinni
7. Lucky Pepper

SHOP LIST

POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	30 coins
Elixir	30 coins
Sacred Feather	70 coins

Silence Is Golden





The citizens in this town seem unfriendly. They won't speak to you, and reading their minds betrays only thoughts of annoyance. Most of the homes are locked, so you can't shop. You gain little information other than the name Moapa, who seems to be their leader. Look for his home in the town's northwest corner. When you try to enter the home, Moapa appears and gives you the cold shoulder.





Show Moapa the Shaman's Rod, which has been in your inventory from the game's beginning. It entitles you to receive the town's Hover Jade, but Moapa and his people won't hand it over without proof of your power. Follow Moapa to Trial Road at the back of the village.



Demonstrate your power by using Whirlwind on the Air Stone to clear the sand from the path. Although he's impressed by the display, Moapa isn't ready to give you the treasure. First you must pass the challenge of Trial Road and defeat Moapa in battle at its peak.

Djinni Alert:
Aroma the Jupiter Djinni
Petra the Venus Djinni





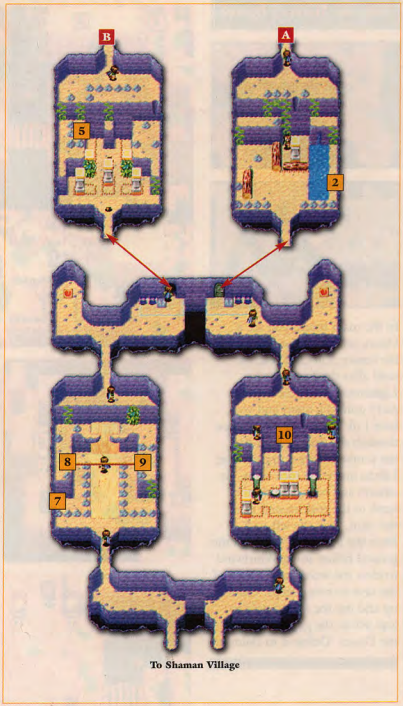
After completing Trial Road, you can reach Aroma on the village's east side. The buildings and tents are unlocked, but Moapa's home and the house northeast of the entrance are the keys to acquiring the Djinni. First use the upstairs exit in the northeast house and follow the ledge to a brown stone. Push the brown stone over the wall's edge, then use the downstairs exit in Moapa's home to reach the ledge above the house and follow it to the Djinni's location.



Explore the area north of Shaman Village on the opposite side of the mountains. You'll encounter Petra lurking among the trees. Defeat Petra in battle before it flees and it's added to your inventory.

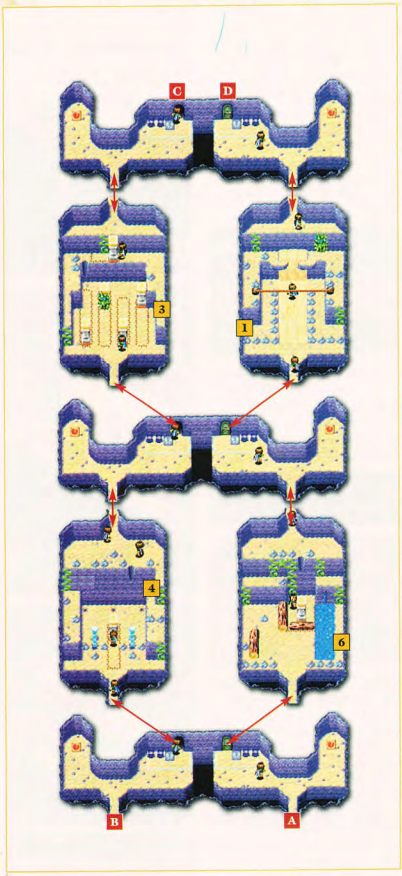


Trial Road



NOTE
These maps change randomly.

MAP LEGEND	
1. Potion	8. Potion
2. Vial	9. Vial
3. Vial	10. Vial
4. Potion	11. Mad Plant
5. Vial	(Lucky Pepper)
6. Vial	12. Elixir
7. Nut	13. Gasp Djinni

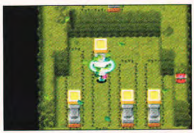




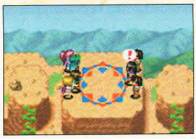




The Shaman Village Trial







Trial Road is an Adept's obstacle course. There are two paths to the mountaintop. Both contain simple puzzles that require the use of Psynergy. After each set of puzzles is a pair of treasure chests next to a door. When a party reaches these doors, it must abandon one or two "heavy" items (weapons and armor) by stowing them in the chest. The first team to reach the door abandons only one item, but the second team to reach the door must abandon two items. You can only stash weaponry and armor, so be first to reach the doors. When the two parties reach the end of Trial Road, they battle. If Moapa wins, the party can try again. If the party wins, Moapa surrenders the Hover Jade.



Before the trial begins, choose the left path. It's faster than the right one. As you pass through the rooms, ignore the chests. Come back and clear the chests when the trial is over. Doing so now costs too much time. Don't take too much time deciding which items to drop. Give up one piece of armor from each of your four characters. Use the following tips to help you through both paths:

1ST PUZZLE

Left Path
Sand climbs the fall
Right Path
Center stakes down and covered with pillars

2ND PUZZLE

Left Path
Log up, log left, pole up, and final log right
Right Path
Posts to the back, align right side first

3RD PUZZLE

Left Path
Middle down and sides in
Right Path
Climb the bottom to jump on and crush the right pole

4TH PUZZLE

Left Path
Pass pole and Scoop right spot on ground
Right Path
Use Torch to melt ice on left, cross, and Frost

Boss Battle: Moapa

Enemy Data

Moapa

HP	PP	STR	DEF	WEAKNESS
3,042	0	354	219	Everything

Knight

HP	PP	STR	DEF	WEAKNESS
1,954	0	321	151	Everything







When Trial Road is clear, you face Moapa and his two Knights. If you cleared Trial Road first, this battle is easier. If not, it is challenging because you gave up more equipment. Moapa isn't a pushover, but his group isn't the fiercest group you'll face. Rather than using a lot of Psynergy, they use items such as Bramble Seed and Crystal Powder to perform devastating group attacks. They also use Nuts to restore 202 hit points. The key is to have a steady healer, preferably Jenna, who can take care of the entire group each round. Use your Djinn to prepare summoned creatures and cast Psynergies that attack all three enemies at the same time. Also boost the party's defensive and offensive stats to make up for any equipment that was left behind on Trial Road. The Knights are susceptible to negative status effects such as stun. Use this to your advantage and take one or both of the Knights out of the battle temporarily.



When the battle is finished, trade the Shaman's Rod for the Hover Jade. By now the Shaman's Rod is worthless to you and you need the Hover Jade to clear the Jupiter Lighthouse.

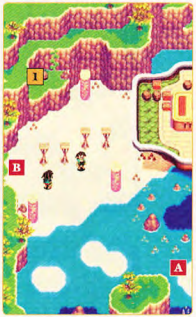
Djinni Alert: Gasp the Jupiter Djinni



Revisit Trial Road after completing the Jupiter Lighthouse. At its end, you find a cave off to the side. At the end of the cave is Gasp the Jupiter Djinni. This one is hard to catch. It mimics your movements, but in reverse. If you move up, it moves down. If you go right, it goes left. To capture it, use Reveal. Place a pool between the party and the Djinni. Use Reveal to uncover a stone in the pool's center. Hop on the stone and the Djinni should meet you in the center.

Atteka Inlet

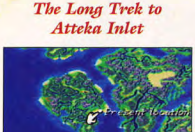






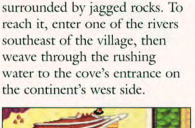
MAP LEGEND
1. Vial
2. Geode Djinni

The Long Trek to Atteka Inlet





Finding Atteka Inlet isn't easy. The village is set back in a cove surrounded by jagged rocks. To reach it, enter one of the rivers southeast of the village, then weave through the rushing water to the cove's entrance on the continent's west side.



When you reach Atteka Inlet, not much is happening. The locals guard what appear to be giant wings, but otherwise there's nothing here. Leave the town and travel north to Contigo.



Djinni Alert: Geode the Venus Djinni



In the town's southwest corner you see a boulder next to a weed. Using Cyclone on the weed reveals a Venus Djinni, but the boulder prevents you from reaching it. After completing the Jupiter Lighthouse, return to this spot and use Lift to move the boulder out of the way to get Geode.



Contigo



MAP LEGEND

1. Power Bread
2. Bramble Seed
3. Corn
4. Salt Djinni
5. Shine Djinni

SHOP LIST

WEAPON SHOP

Great Sword	7,000 coins
Master Rapier	6,800 coins
Great Axe	5,200 coins
War Mace	6,200 coins
Silver Blade	12,000 coins
Swift Sword	9,400 coins

ARMOR SHOP

Steel Armor	4,900 coins
Silver Vest	3,200 coins
Silver Armlet	4,000 coins
Knight's Helm	4,600 coins
Platinum Circlet	4,200 coins

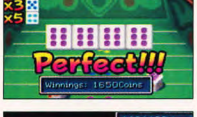
POTION SHOP

Herb	10 coins
Nut	200 coins
Antidote	20 coins
Elixir	30 coins
Sacred Feather	70 coins
Potion	1,000 coins
Water of Life	3,000 coins
Mist Potion	9,000 coins

Gambler's Paradise







Contigo offers an unusual opportunity. Several establishments allow you to gamble your coins to earn additional coins and prizes. Use your Game Tickets at the Lucky Wheels Slot Game to win prizes such as Silk Shirt, Psy Crystals, and more.

The Strange Circle



In the town's center is an ornate circle. It's a teleport pad used with the Teleport Psynergy to enter the Anemos Inner Sanctum on the town's east side. The Teleport Psynergy is still a long way off, but keep this circle in mind for later.

Djinni Alert:
Salt the Venus Djinni
Shine the Mars Djinni

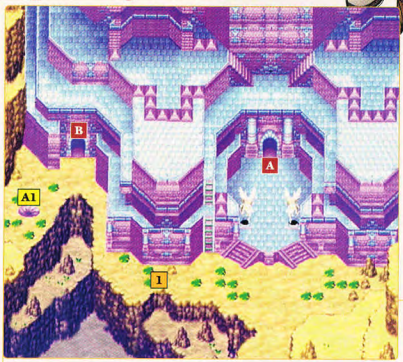


Look for a patch of weeds to the right of the town's southern entrance. Use Scoop on the bare earth in the center to uncover Salt the Venus Djinni.



A second Djinni hides in a stump on the town's northwest side. Use the Force spell (second party) to knock Shine the Mars Djinni out of the stump and into your arms, after you complete the Jupiter Lighthouse.

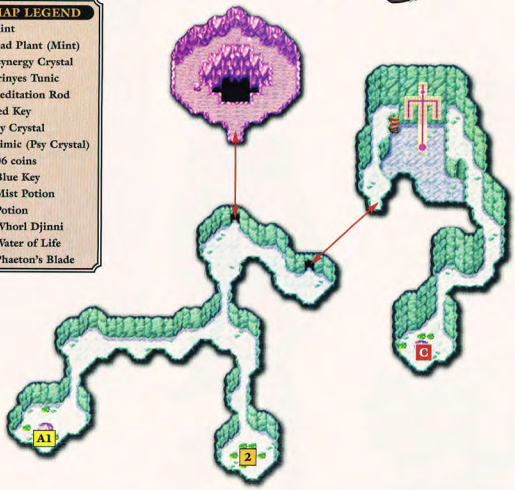
Jupiter Lighthouse

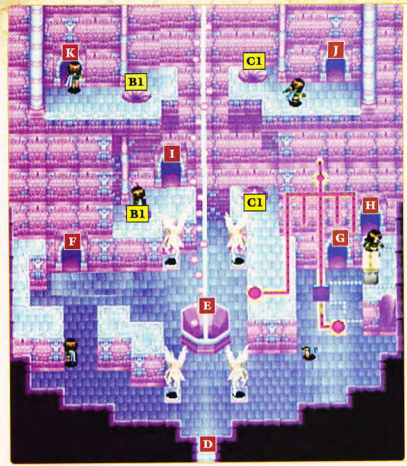


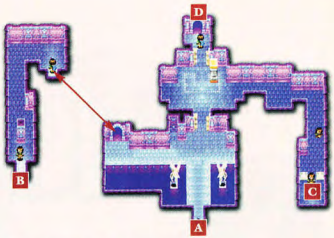


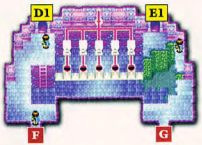
MAP LEGEND

1. Mint
2. Mad Plant (Mint)
3. Psynergy Crystal
4. Erinyes Tunic
5. Meditation Rod
6. Red Key
7. Psy Crystal
8. Mimic (Psy Crystal)
9. 306 coins
10. Blue Key
11. Mist Potion
12. Potion
13. Whorl Djinni
14. Water of Life
15. Phaeton's Blade

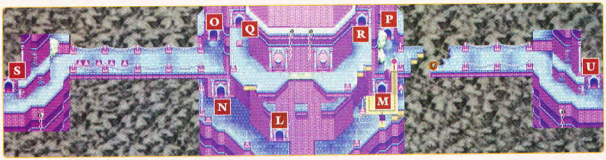


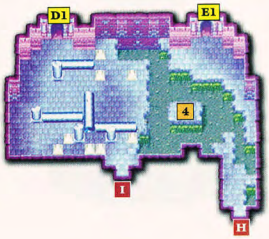

K
B1
C1
J
I
B1
C1
H
F
G
E
D

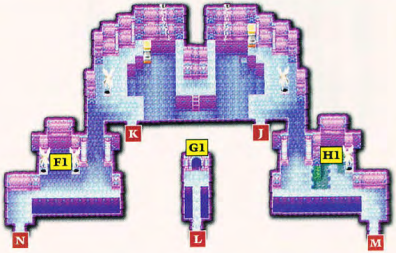

D
B
C
A


D1
E1
F
G

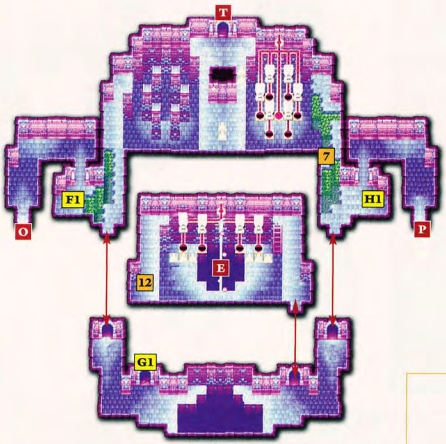


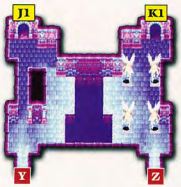

O
Q
P
R
S
U
N
M
L

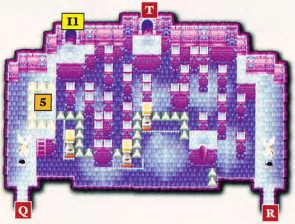

D1
E1
4
I
H

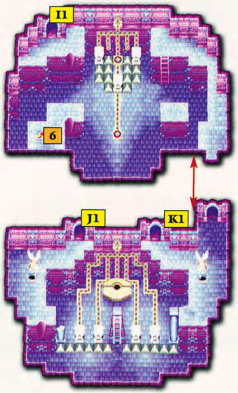

K
J
F1
G1
H1
N
L
M

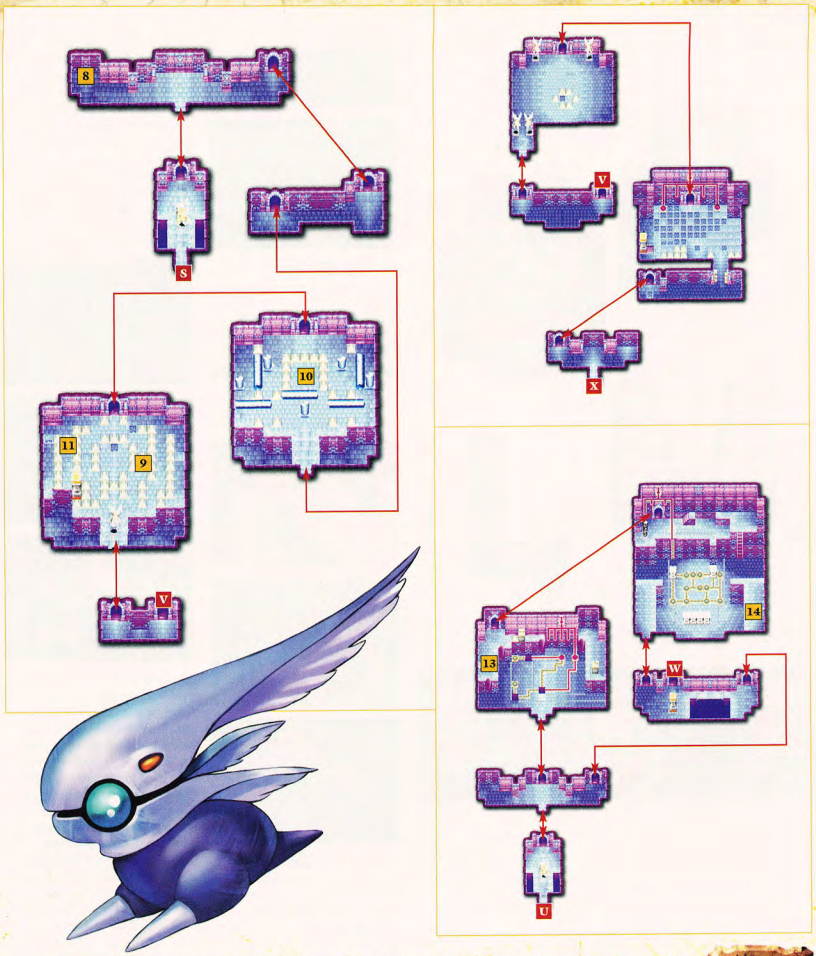


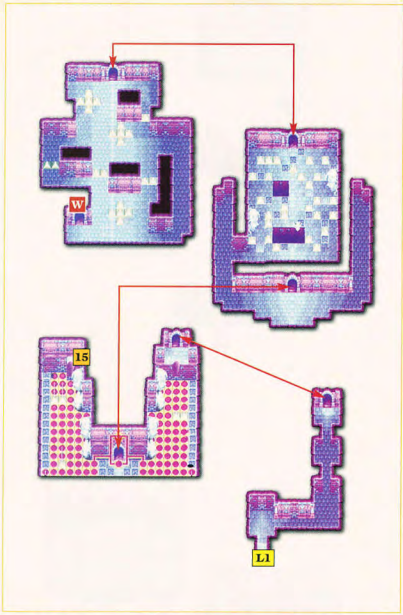

T
Z
F1
H1
O
P
E
12
G1

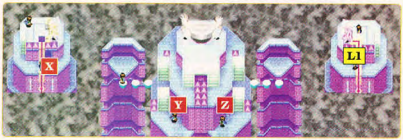

J1
K1
Y
Z


I1
T
5
Q
R

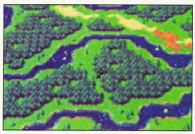

I1
6
J1
K1


8
S
10
11
9
V
V
V
X
13
14
W
U





Djinni Alert: Core the Mars Djinni



Southeast of the Jupiter Lighthouse is a woody area west of the river. Explore this region to encounter Core the Mars Djinni. Defeat it in battle and it joins your ranks.

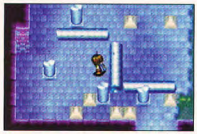
Activating the Hover Pads



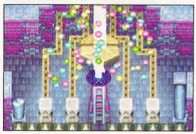




Your first goal is to activate the power to the hover pads scattered throughout the tower so you can use the Hover Psynergy to move about. Head into the tower and follow the halls. There's only one way to go at first. Use Cyclone on the twisted spots on the ground to move up and down from level to level, and use Hover on the purple hover pads in the floor to reach high ledges. This leads you back to the locked doors at the entrance. Push the post onto the switch to unlock them, then head into the lighthouse.







The path leads to a pole puzzle. Push the top one up, then follow it with the pole on the left. Push the pole in the center to the left, then the right pole up. Roll what was the center pole back to the right to solve the puzzle. Continue through the connecting halls. In the room with a dangling chain, push the pillar to the right. Bypass the Cyclone transporter to the south, and follow the hall to a room with many pillars. The door on the left side of the back wall leads to a room with a

huge mechanism set in the floor. Stand on the central pillar and use Hover. The power of the Psynergy snaps the device into action.

Getting the Red Key



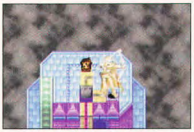
You need to have activated the hover pads. Use the northeast door to find the key's location. Use the purple hover pad on the room's south side by casting Hover on the large dot at the end, then quickly run to the key's ledge. When you have the Red Key, you can reach the archer in the west tower.



Activate the West Archer

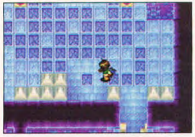






With the Red Key, backtrack through the room of many pillars using the central door to the first Cyclone transport. This leads to the red door above and on to the west tower. Dodge the wind gusts to reach the tower and climb to the top, bypassing the Blue Key and treasure chests for the moment. In the room with two hover pads, use the left hover pad first to reach the pole on the room's left side. Move the pole onto the switch, then walk to the right hover pad and float over the cracked floor to the right wall. Walk down to the door below, which leads to the tower's top. Move the loose circuit piece into the hole on the ground and watch the magic unfold.

Get the Blue Key

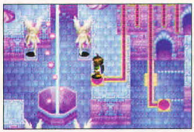




After activating the west archer, head down to the room with the heavily cracked floor. Drop through the cracked spot in the center near the bottom. This takes you to the Blue Key. To get the left treasure in the room above the key, approach from the room's south side, rather than the north.

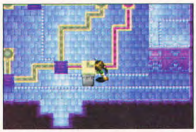
Activate the East Archer

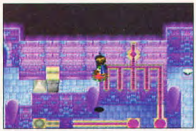






Use the Cyclone transporter on the room's left side at the bottom of the lighthouse. It leads to a ledge with a broken circuit. Move the missing piece into the hole to activate a hover platform on the ledge above. Return to the room with the Cyclone transporter and Hover onto the beam in the middle. Head right to find the blue door, which leads to the east tower.





Hover to the tower's walkway, then head into the tower and ahead to a large circuit puzzle. Move the right piece into the hole on the right, then Hover to the platform at the back of the room. Move the second piece into the back hole and use the hover pad in the corner to reach the northwest door.

Djinni Alert: Whorl the Jupiter Djinni





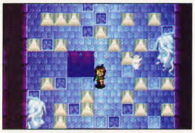
Inside the circuit room in the east tower, a Djinni rests on a platform along the left wall. After moving the right circuit pieces into the hole on the floor's right side, move the piece in the back of the room to the hole in the center. Use the activated hover pad to reach the Djinni, which you must battle.





After the Djinni's room comes a pillar puzzle. Use the circuit piece as a step to reach the floor and move around the columns.

Copy the shots above to reach the chest on the right and the door on the left.





In the room above, two statues blow wind gusts across the floor. Go left from the door, then down across the stable broken tiles to the second statue. Ride the wind across the pit to reach the door on the opposite side. The room above is covered with hover pads and there are several wind-blowing statues. Use Hover and stay to the outer edge of the hover pads. Slip to the outside over the cracked tiles to dodge the wind gust to reach the north exit and the top of the tower. Move the broken circuit back into place to activate the west archer, and the lighthouse is ready to be activated.



Reunited





Head to the tower's base and ride the energy beam again. Use the Cyclone transporter to reach the room with dangling chains and cross to the left side. Head out the southwest door to find Isaac and party in trouble due to a Karst and Agatio trap. Get to the platform where the fight is taking place. After a conversation with the villains, guide Felix and Piers to the tower's top, and use the Jupiter Star to light the tower.

Boss Battle: Karst and Agatio

Enemy Data

Karst

HP	PP	STR	DEF	WEAKNESS
3,186	320	354	107	Water

Agatio

HP	PP	STR	DEF	WEAKNESS
4,248	280	377	144	Water







Now it's Felix and Piers against the fearsome duo of Karst and Agatio. At first, just try to survive. Hold out as best as you can against your opponents. After a couple of turns, Jenna joins the battle. Keep healing and work on boosting your defenses for a few more turns. Don't launch an all-out assault yet. Once a few more turns have passed, Sheba steps in and the party is complete.

Focus on either Karst or Agatio, and use strong single-strike attacks rather than those that hit both bosses. Try to eliminate one then the other. After you eliminate one of the two, getting rid of the other is simple. Take advantage of your Djinn's strongest single strikes, then summon creatures into battle. One character has to play healer throughout the battle, probably Jenna, and someone needs to feed her PP, most likely Sheba or whoever controls the Ether Djinni. Anyone who isn't healing or restoring PP should be attacking. Winning this battle is optional.

The Flying Ship





When the battle is over, return to Contigo to meet with Isaac and his friends in the north house. The two teams are united with the sole purpose of lighting the Mars Lighthouse, the final of the four lighthouses. Go to Atteka Inlet and board the modified ship. Now it can fly at low altitudes, which makes it possible to cross over low rocks in the water. The ship runs on the party's Hover Psynergy, so while you fly, the party's PP drains away. If the party runs out of PP, the ship can't fly until you've rested. Cross the shoals south of the village, then head out to sea.



Hesperia Settlement



MAP LEGEND
1. Tinder Djinni
2. 166 coins

Djinni Alert: Tinder the Mars Djinni





The only thing to do here is capture Tinder. Above the Djinni is a box. Push the box over the cliff on the far left side, then slide it to the right over the next ledge. Use Move to slide it once more to the right, and use the box as a step to hop to the Djinni and add it to your inventory.

SW Atteka Islet



MAP LEGEND
1. Dragon Skin





This area holds one small puzzle. Start at the waterfall's low end on the left, and push the brown stone into the water. Go up and toss the crate into the water. It falls and is stopped by the stone you just placed, making a step to the chest containing a Dragon Skin.

Kalt Island



MAP LEGEND
1. Gel Djinni
2. Apple (Catch)



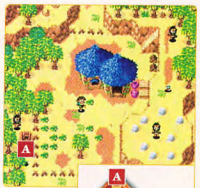
Djinni Alert: Gel the Mercury Djinni





There's fun to be had in Kalt, such as ice skating to reach a new Djinni. Head onto the ice on the town's west side and slide down (use Catch to grab the Apple in the tree), right, up, left, up, right, up, left, up, right, up, left, down, and left to reach the ladder in the corner. Lash the rope and walk to the Djinni, which doesn't even put up a fight.

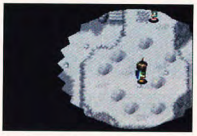
Gondowan Settlement





MAP LEGEND
1. Star Dust
2. Lucky Medal (Reveal)





In the Gondowan Settlement, use Cyclone on the weeds to the left of the entrance to find a hidden cave. Look for a Lucky Medal hidden in the rocks to the right.

Atteka Cavern





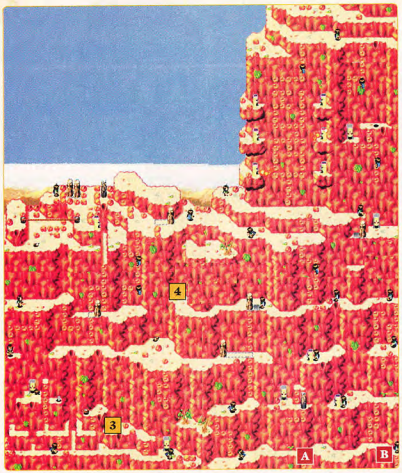
Use the flying ship to reach Atteka Cavern on Atteka's south end. Use Parch to dry up the water inside of the cavern so you can reach the stone tablet in the center of pond and learn to summon Coatlicue.

Magma Rock



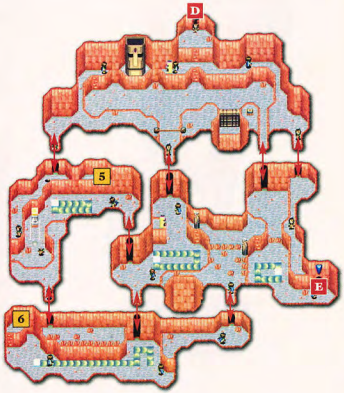
MAP LEGEND
1. Mimic (Apple)
2. Oil Drop
3. 383 coins
4. Salamander Tail
5. Mist Potion
6. Fury Djinni
7. Lucky Medal
8. Salamander Tail
9. Golem Core
10. Stone Tablet (Blaze)
11. Magma Ball



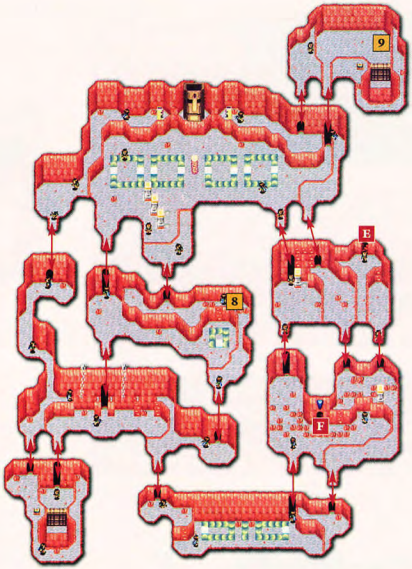

4
3
A
B


D
7
C

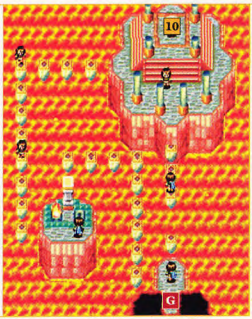

C


D
5
E
6





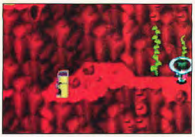




Bursting the Moai

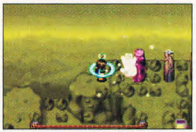






Head up the side of Magma Rock before going inside. You find moai sitting around the area. They have two purposes. Casting Burst on some moai causes them to shoot explosive balls of energy capable of destroying barricades. Using Burst on others causes them to flash. Get on top of these moai, and when they blow their tops, they lift you into the air and you can reach higher ledges. As you climb higher, use Grow to transform seedlings into ladders. Equip one of your characters with a mixture of Venus and Mars Djinni to have access to the Grow Psynergy.

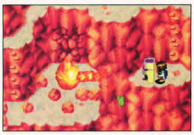
The First Ledge





Getting through the minor obstacle course at the top of Magma Rock isn't easy. Three poles sit at the back. Move the left pole to the right one space, then climb around to the right side and jump across the poles. Hop on the middle pole twice to destroy it and fall to the ground. Use Burst on the moai to destroy the barricade to the right and head through the passage.

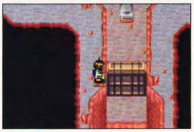
The Back Door



At the top of Magma Rock you find a Fire Stone near a moai statue. Use Burst on the statue to blast the Fire Stone and create a backdoor into the Magma Rock.

Ups and Downs of Lava





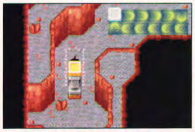


The area you enter has several huge moai statues next to smaller moai statues. Use Burst on the small statues to nail the larger ones. The contact causes the large moai to spit out lava, filling the basins below. To clear a basin, look for a nearby dam. Step on the switch, the dam opens, and the lava vanishes. Some areas can be reached only when there's lava, and others only when the basins are clear. Look for doors with blue gems above them. These are what you're trying to reach. None of the doors can be reached when the basins are full of lava.

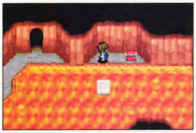




Blast the large moai near the entrance, then hop across the floating platform in the room to the north. Follow the hall around so you're on the opposite side of the large moai. Clear the lava, then head into the basin, pushing the pillar into place, then through the hole in the top wall to the first marked door.







Before activating the next large moai statue, explore the basin. Push the posts into place and get what items you can. Return to the large moai, activate it to fill the area with lava, and explore a second time to collect the items you couldn't reach the first time. After you explore, drain the lava and head southeast to find the marked door.

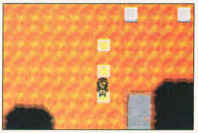
Djinni Alert: Fury the Mars Djinni



Before activating the second large moai statue, explore the basin below it. A Djinni is on a small island that can't be reached when lava is present. Approach the Djinni and be ready for a battle if you want to add it to your collection.











Activate the third large moai statue and cross the lava in search of the drainage gate. Lower the lava level and head back to the room with the large moai. Move the pillars into position to reach the south ledge. Activate the moai again and cross the pillars. Push the pillar near the marked door into the lava, then drain the lava again. Return to the area near the marked door, and use the pillar as a step to reach the ladder to the marked door.

Blaze and the Magma Ball



You're back at the start of Magma Rock. Push the column on the ledge over the side to create a step to the door on the left. This leads to a fiery cavern. Hop across the small rock strips on the right to the cave in the back where you find the power of Blaze, which shoots a stream of combustible material that creates a blowtorch when shot through a flame. Try it on the room's left side. Stand to the left of the flame, and shoot through it at the burnt out candle on the right.





Head back to the beginning of the area and use the last flame before the door to light the two candles to its left. Enter the room behind the pillar and follow it around to the molten rock. Examine the rock to find the Magma Ball. That's everything you need from Magma Rock, so head out the entrance and return to your ship.



Lobo



MAP LEGEND
1. Golem Core
2. Crystal Powder
3. Mythril Silver
4. Golem Core
5. Lull Djinni

The Big Bang





Loho is a ruined town where miners search for ores and artifacts. Their progress has come to a halt due to a large stone wall. To help them, you need the Magma Ball from Magma Rock. Use it on their cannon to destroy the wall and in return the miners install the cannon on your ship. This allows you to pass through the Northern Reaches to Prox.

Djinni Alert: Lull the Jupiter Djinni



After destroying the wall, climb the vine behind the wall, and follow the ledge to the Djinni. Hop the gap and the Djinni is yours.

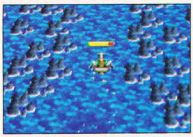
Angara Cavern





To reach the stone tablet, use Carry to pick up the oddly shaped cubes, and stack them between the ledges on the left and right. Hop across the stacked crates to reach the stone tablet and learn how to summon Haures.

Northern Reaches





The only way to reach Prox is through the Northern Reaches. Unfortunately a huge ice wall has blocked the Northern Reaches. To destroy the ice, you must have the Magma Ball and the cannon from Loho. When you have both of these items you can go to Prox at any time.

Prox



MAP LEGEND

1. Potion
2. Dark Matter
3. Sacred Feather
4. Mold the Venus Djinni

SHOP LIST

POTION SHOP

Herb	10 coins
Nut	200 coins
Vial	500 coins
Mist Potion	9,000 coins
Antidote	20 coins
Vial	30 coins
Sacred Feather	70 coins
Water of Life	3,000 coins
Psy Crystal	1,500 coins
Potion	1,000 coins
Mysterious Robe	36,500 coins

Djinni Alert: Mold the Venus Djinni





Walk up the center path in the lower part of Prox. A Djinni is on a patch of ice a few feet ahead. Slide at the Djinni and knock it into a pile of snow. Use Scoop to dig it out.





The news in Prox isn't good. The weather is getting worse, Agatio and Karst have already left for the Mars Lighthouse, and Felix's parents are nowhere to be found. Leave the village through the north exit and head into the frozen tundra in search of the Mars Lighthouse and your destiny.

NOTE

Though presented prior to the Mars Lighthouse, you should attempt the Sea of Time Islet and Islet Cave, Tampi Desert Cave, Treasure Island, and Anemos Inner Sanctum after you gain the Teleport Psynergy from the Mars Lighthouse.

Sea of Time Islet and Islet Cave (Teleport Psynergy Obtained)



You should have already visited the Sea of Time before entering the western seas. After you learn the Teleport Psynergy from the Mars Lighthouse, go back to the Islet Cave, the reward for the trading quest. Hop on the turtle and allow him to take you to this secret hideaway.



Use the teleport pad inside the cave and you're transported across the water to a ledge on the opposite side. The long hall ahead is filled with beasts, so be ready for battle, but a couple of wild secrets can be found.

Djinni Alert: Serac the Mercury Djinni



As you head down the hall, notice a bobbing statue. Stand next to the statue, and use Tremor to scare a Djinni out from behind the statue. You must stand in just the right spot for the Tremor to work. If it doesn't work at first, move and try again.

Boss Fight: Sentinel

Enemy Data

Sentinel

HP	PP	STR	DEF	WEAKNESS
8,736	780	608	216	Earth



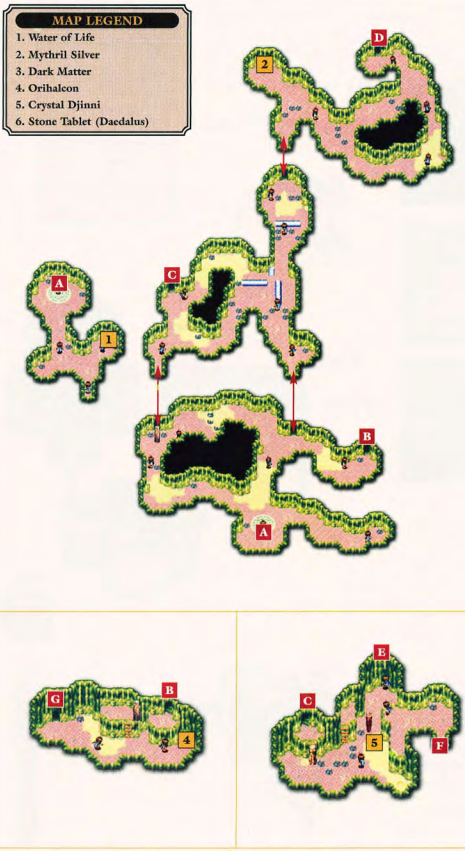




At the back of the cave you encounter a tough customer known as Sentinel. It is a strong fighter and is immune to Psynergy, so throw away all of your old strategies. Use your PP to strengthen your party's defense, attack, and resistances. Then use your Djinn to attack the Sentinel while keeping at least one character on constant healing duty. As you use your Djinn, you'll prepare summoned monsters. Use them! Even though the Sentinel is immune to Psynergy, it can be harmed by summoned beasts, so they're your critical hits and the key to winning the battle. Sentinel is one of the easiest bonus bosses in the game. Keep up your health and the healer's PP using the Ether Djinni to win. After the battle, the party finds a stone tablet with instructions on how to summon Catastrophe.

Yampi Desert Cave





Secrets of the Desert Sands





Enter Yampi Desert from the northeast. Look for nine stones in a square pattern on the ground. Use Reveal on the first set to find a Lucky Medal, but the second set reveals an arrow. Use the Sand Psynergy to climb the last sand fall on the far left to find a cave at the top. Inside the cave is a teleport pad. Use it to go deeper within the cave.

Djinni Alert: Crystal the Venus Djinni



As you explore the cave, you find an area where something is crawling under the sand, much like the King Scorpion from long ago. Use Scoop on the object in the sand to uncover a Djinni.

Boss Fight: Valukar

Enemy Data

Valukar				
HP	PP	STR	DEF	WEAKNESS
12,960	0	550	175	Wind







At the end of the cave an intimidating boss awaits. This creep has an unusual ability that allows it to drain your Djinn, placing them on standby. Each time the boss does so, it lowers characters' stats and interferes with your attack plan. He can also use your Djinn to summon a beast.

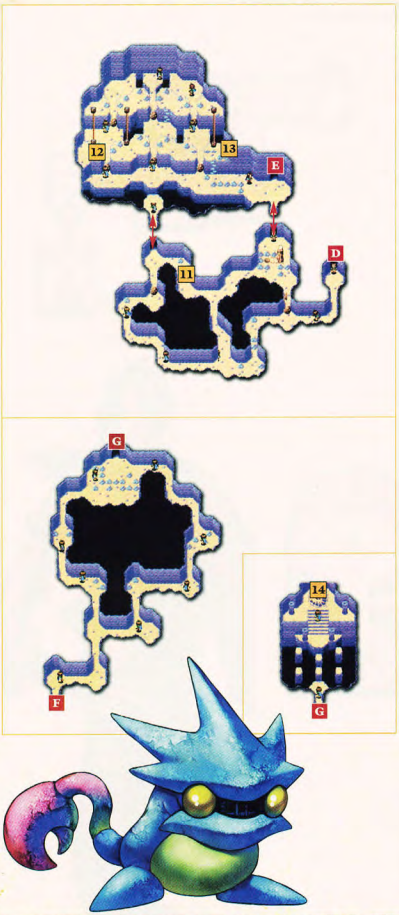
Healing is job one. Keep your party healed at all times. Focus on powerful single-strike Psynergies and avoid using your Djinn, as this sets the enemy up for bigger and more dangerous summoning. If your enemy sets your Djinn on standby but doesn't use them, use them yourself. Otherwise, Valukar will use them in the next round causing serious damage. Boosting your attack power and defensive strength helps in this battle and should be used liberally. When the battle is over, you find a stone tablet that teaches the Daedalus summons.

Treasure Island

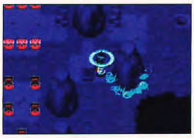


MAP LEGEND

1. 161 coins
2. Lucky Medal
3. Jester's Armlet
4. Mimic (Power Bread)
5. Cookie
6. Psy Crystal
7. 911 coins
8. Sylph Feather
9. Rusty Axe
10. Star Dust
11. Iris Robe
12. Gale Djinni
13. Fire Brand
14. Stone Tablet (Azul)



Big Blocks and Larger Rocks



Treasure Island has a Djinni and some tricky puzzles. Use Grind to remove the rocks that stand in your way and Lift to move the smaller boulders, but be careful. This is a dangerous area, so don't take the monsters you face too lightly or your party will suffer.

Boss Battle: Star Magician

Enemy Data

Star Magician				
HP	PP	STR	DEF	WEAKNESS
7,486	560	460	139	Fire

Thunder Ball				
HP	PP	STR	DEF	WEAKNESS
280	43	329	123	Earth

Recover Ball				
HP	PP	STR	DEF	WEAKNESS
360	43	317	124	Fire

Guardian Ball				
HP	PP	STR	DEF	WEAKNESS
520	43	317	127	Wind

Anger Ball				
HP	PP	STR	DEF	WEAKNESS
460	43	357	125	Water







At the end of the cave, you encounter the toughest boss in the game. This is an optional fight, so skip it if it is too challenging. The Star Magician gets three attacks every turn, and has four balls that aid him in battle. These can be Thunder Balls (uses Psynergies with electrical effects), Guardian Balls (boosts the Star Magician's defense), Recover Balls (casts powerful healing Psynergies), or Anger Balls (hit hard and self detonate). Each ball can attack once every turn, giving the Star Magician as many as seven attacks every turn.

Defeating the Star Magician isn't easy. Focus on defeating the Star Magician, but watch the balls around him. Destroy any Recovery and Anger Balls that appear. Recover Balls can restore as many as 1,000 of the Star Magician's hit points. Causing 1,000 points of damage to the Star Magician takes a long time. Eliminating Recovery Balls is your main concern. Anger Balls aren't very powerful, but when they self-destruct they cause lots of damage. Get them before they get you. Thunder and Guardian Balls are annoying, but they don't present the threat of the other two.

When attacking, use your Djinn as much as possible. Keep one character, probably Jenna, devoted to healing your party each turn. Have the others prepare to summon creatures. Most summoned creatures cause at least 100 points of damage to the Star Magician, even if regular attacks only hit for 20, and cause serious damage to any balls in play. Try to Destroy several balls at a time. Keep him from having more than one ball onscreen at a time by carefully planning your attacks.

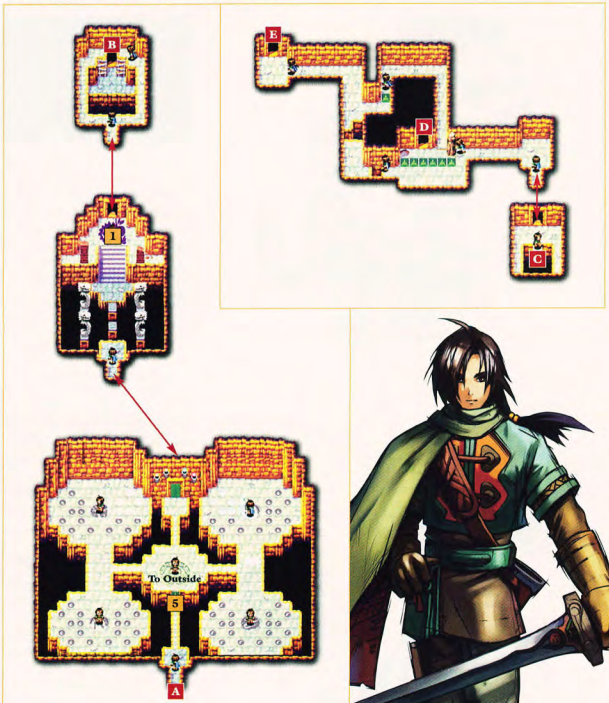
Be ready to use the Ether Djinni every chance you get to keep everyone's PP high. Play it steady and pay attention. This will be a long battle, especially if things don't go smoothly. Once the Star Magician is defeated, you gain the ability to summon Azul, plus a huge chunk of experience.

Djinni Alert: Gale the Jupiter Djinni



Gale is in a room with several plateaus blocked by boulders. Use Lift on the center boulder in the bottom row, then climb up the ladder behind it. Jump across the gaps to reach the Djinni and initiate a battle.

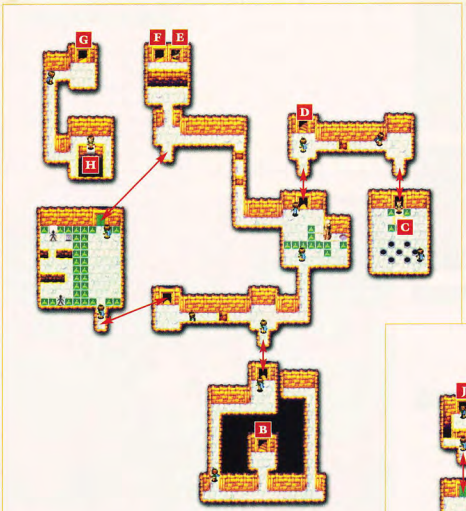
Anemos Inner Sanctum

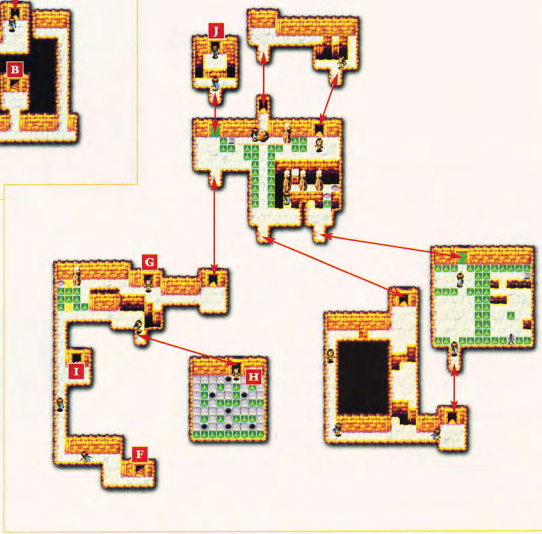


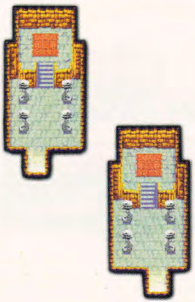
MAP LEGEND

1. Stone Tablet (Charon)
2. Dark Matter
3. Orihalcon
4. Dullahan/Stone Tablet (Iris)
5. Dragon Scale




G
F
E
D
H
C
B


J
G
I
H
F



The Secret of Secrets





Head back to that teleport pad in the center of Contigo. Using the pad places you in the Anemos Inner Sanctum (the nearby building everyone is so anxious to enter). Though you can get in using the Teleport Psynergy, you may not get far. Inside lies a gate, and unless you have every Djinn from *Golden Sun* and *Golden Sun: the Lost Age* you can't get past it.

You must have already collected the Balm and Fugue Djinn from the Mars Lighthouse and every other Djinni previously mentioned, along with a save game from the original game that contained every Djinni. This is your big prize for playing both games all of the way through, so enjoy it! Just for entering the area you get the Charon summon, but go deeper and the rewards grow greater. But, so do the challenges.

Boss Fight: Dullahan

Enemy Data

Dullahan				
HP	PP	STR	DEF	WEAKNESS
Unk	Unk	676	269	Wind







At the end of the sanctum, you find another challenging boss named Dullahan. This character uses a wide array of powerful attacks and tops it off with the Charon summons. Going toe-to-toe with this guy isn't advised. It's best to employ a risky strategy, one that's known to work most of the time. Before the battle, put nearly all of your Djinn on standby for both of your groups, leaving only one Djinni on each character, and only if those characters have nine Djinn each.

As the battle begins, summon your strongest creatures. With luck you'll summon all four before the next round begins. Keep fighting, but don't heal the first group. You want them to use as many summons as possible, but they should all be eliminated at the end of the second round.

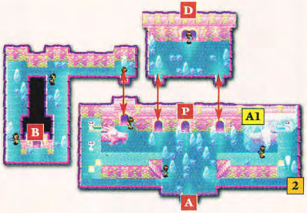
As the new group joins the battle, summon all of those powerful creatures again. Keep hitting Dullahan over the next couple of turns. With a little luck, you'll finish the boss before the boss finishes you. After the battle, you find a stone tablet with the Iris summon.

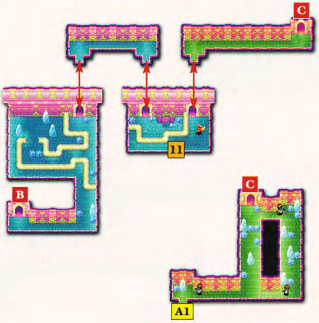
Mars Lighthouse

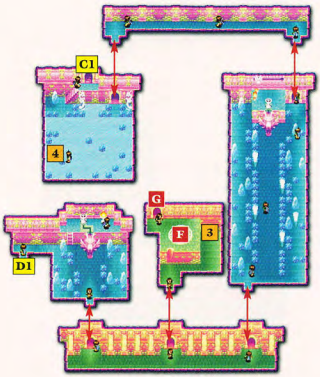
MAP LEGEND

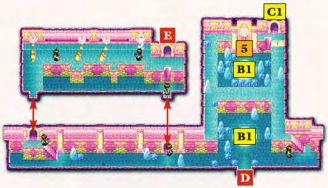
1. Apple
2. Mimic (Cookie)
3. Orihalcon
4. Balm Djinni
5. Teleport Lapis
6. Valkyrie Mail
7. Sol Blade
8. Fire Dragons (Mars Star)
9. Alastor's Hood
10. Psy Crystal
11. Fugue Djinni

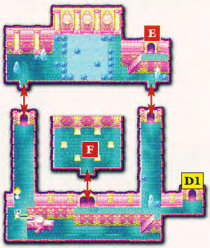


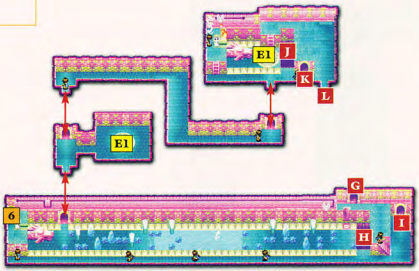


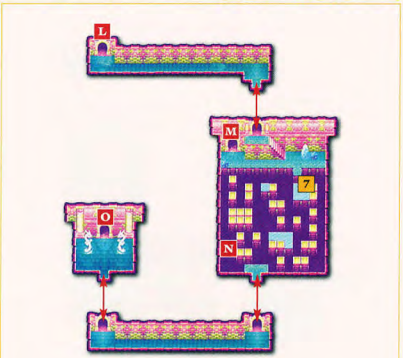

C
I1
B
C
A1


C1
4
G
F
3
D1

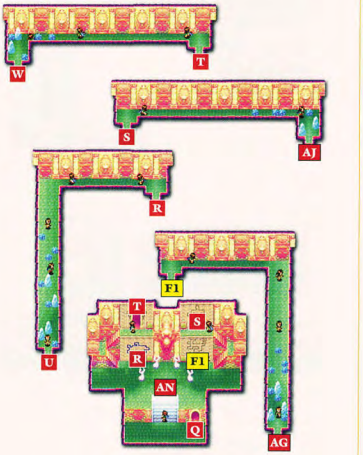

E
C1
5
B1
B1
D

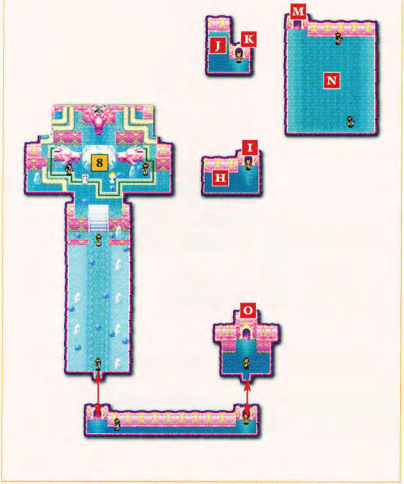

E
F
D1


E1
J
K
L
E1
G
6
H
I


L
M
Z
O
N

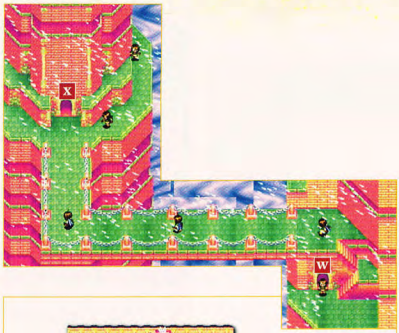

P
Q


W
T
S
AJ
R
F1
T
S
R
F1
AN
Q
U
AG


M
J
K
N
8
I
H
O

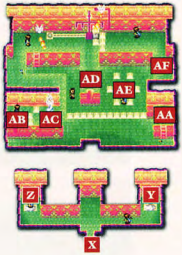

U
V


G1
H1
V


X
W


J1


G1
H1
I1

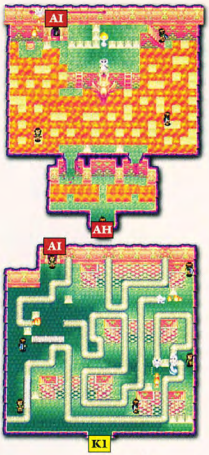

AD
AF
AE
AB
AC
AA
Z
X
X


I1


10
AD
AE
AF
AB
AC
AA
Z
Y
J1

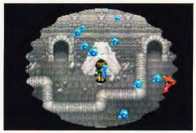








The Teleport Psynergy





Your first goal upon entering the Mars Lighthouse is to earn the Teleport Lapis, which grants the Teleport Psynergy. Venture inside the Mars Lighthouse, and enter the right door. Follow the halls up to an ice block sticking through the floor. Use Grind on the ice to shatter the visible chunk and to crack the larger chunk below. Head back downstairs and use Burst to destroy the cracked ice, creating a passage into the Lighthouse.







Head left to the hall's end and enter the next room. Use the statue against the wall to block the flames shooting from the wall as you move to the door on the right. Slide onto the ice, then go up, right, down, and left to reach the opposite side. Use Blaze to light the dragon head statue, which puts a huge crack in a block of ice below. Backtrack across the ice and go down to find the cracked ice. Finish it off with Burst. Though you can't see it at first, there's a teleport pad on the floor behind the ice.



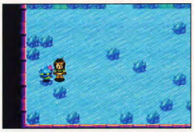




Enter the right door and use Blaze to light the dragon head. This clears a path to the door below. Go to the hall's right end and enter the next door. Clear the ice stakes from both sides of the room, then run down the center, ducking into the alcoves on the sides to dodge the huge fireball. You find yourself at another ice puzzle.

Djinni Alert: Balm the Mercury Djinni





To reach the Mercury Djinni and cross the room, Move the statue to the left of the door so it slides across the ice. Slide onto the ice and go left, down, left, up, right, up, left, down, left, and down. Battle the Djinni, then go up to reach the right door.





Search the chest in the next room to find the Teleport Lapis. Equip it and use the teleport pad below the chest to exit the room.

Boss Battle: Flame Dragons

Enemy Data

Flame Dragon (Left)				
HP	PP	STR	DEF	WEAKNESS
5724	250	400	137	Water

Flame Dragon (Right)				
HP	PP	STR	DEF	WEAKNESS
5348	320	389	134	Water





Return to the room with the invisible teleport pad and use it. Drop onto the switch in the next hall, then race the flame to the left. If you're slow, the flame will light the dragon head at the end of the hall and you'll be blown backward by an enormous fireball. Go past the next teleport pad and follow the hall to another dragon statue. Block the flame above the dragon by using the statue against the wall, then return to the teleport pad and use it. Within moments you're staring at a huge wall of ice. Use Burst to destroy the ice....







This fight isn't difficult. The Flame Dragons are strong, but stay on top of healing and they're not lethal. Boost the party's attack, defense, and elemental resistance, then pick off the Flame Dragons one at a time. Use your best single-strike attacks in combination with Djinni powers and summoned creatures. Use the Ether Djinni to maintain your party's PP, especially the healer's. When you destroy the two Flame Dragons, you're in for a surprise. Take the Mars Star from them and place it in the dragon statue at the top of the room. This causes much of the ice throughout the castle to melt and ignites many of the torches.

Djinni Alert: Fugue the Mars Djinni





Return to the lighthouse entrance after you defeat the Flame Dragons. Light the dragon statue on the left side of the entryway and it smashes the ice on the room's right side. Follow this hall to its end to encounter Fugue, the Djinni you passed earlier.



NOTE

When you have both Djinn and the Teleport Psynergy, abandon the Mars Lighthouse and explore further. Check the previous pages for any secrets you might have missed.

The Four Fires



March to the Mars Lighthouse entrance and enter the center door. Cross the platforms and come to a room with four large engravings on the doors. Behind each door, a series of puzzles leads to a flame for each one of the elements. Light all four flames before using the Mars Star to activate the lighthouse.

Fire (the Dragon)





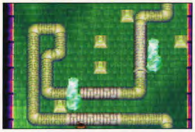
Enter the door in the bottom right corner (the dragon) and follow the hall to a tower. Inside the tower, use Blast to put holes on both the left and right sides of the brick wall. Use the left path first to ignite the flame on the back wall. Then use the right path to reach flame behind the dragon statue. Use Blaze on the flame to ignite the dragon statue and crack the wall below. Use Blast on the cracked wall and hop to the exit.





In the pipe room, push the left pipe up, then cross to the right. Block the flame with the statue and go up and around the next flame. Push the pipe down and go back and squeeze between the pipes and the top right dragon head to reach the exit below. Use Blaze on the flame to light the back wall in the next room, then Retreat to the room with the four symbols on the walls.

Water (the Fish)



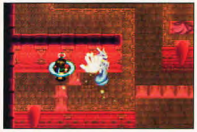


Enter the door in the bottom left corner (the fish) and follow the hall to a tower. Slide across the ice by going left, down, right, up, left, and up. In the room above, rearrange the pipes by pushing the top horizontal pipe up, then Frosting the two puddles on the ground. Push all three pipes into place to light the fire on the floor below. Head back to the ice and go left, down, right, up, right, and up to reach the flame. Use Blaze on the fire to light the statue on the back wall, then the large dragon statue. Cross the room by going left, down, right, down, and left.



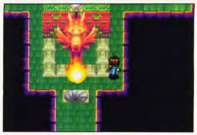
Head to the top of the tower. Use Blaze on the flame to light the icon on the back wall, then return to the room with four icons on the wall.

Air (the Bird)





Enter the top left door (the bird) and follow the hall to a tower. Use Cyclone to go between levels. Go to the left so you can block the flame with the statue, then use the right transporter. Use Reveal to find a hidden portal between the circle of rocks on the floor. Dodge the flame on the back wall and push the circuit piece back into place, then use Hover to glide over the flames to the transporter in the room's center.





Dodge the flame-spewing dragon statue while moving south. Use Reveal to cross the gap and reach the top of the

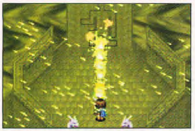
tower. Blast the flame with Blaze to light the mural on the wall, then return to the room with four icons on the walls.

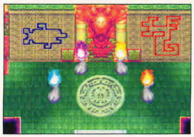
Earth (the Man)





Enter the top right door (the man) and follow the hall to a tower. Move the statue on the far right and enter. Move the statue on the far left in the next hall and enter the door there. Stack the crates to cross the ledge by Carrying the crates to their positions. Place the two crates on the bottom floor into the slots on the ledge, then move the final crate to block the flame and reach the rope. Bypass the next pair of flames by using the Sand Psynergy while standing on the sand tiles.





Use Blaze on the flame at the top of the tower to light the back wall, then backtrack to the room with four icons on the wall. If all four towers are complete, a teleport pad appears. This is your last chance to explore the world. Don't go any farther until you've done all that you want to do.

The Final Battle: Doom Dragon

Enemy Data

Doom Dragon

HP	PP	STR	DEF	WEAKNESS
Unk	Unk	Unk	155	Wind

This battle has three parts because the dragon has three heads. You must destroy the heads one at a time, but you cannot target a specific head. To prepare for the battle, spread out your Potions, Mist Potions, Psy Crystals, and Waters of Life. These items come in handy and make the battle easier, but only if they are evenly distributed among your party.

You've challenged many bosses that were tougher than this boss, but don't be deceived. This is only the first stage. Strengthen your party and prepare for the second stage by keeping everyone healthy and preparing a couple of strong summons. When the first head is defeated, the battle intensifies.

When the Doom Dragon has two heads, it gets fierce and uses stronger attacks that target your entire party. Its strongest attack, a powerful Psynergy known as Cruel Rain, causes huge amounts of damage in one shot, but the dragon only uses it periodically for now. Keep healing every turn, even if you don't think you need it. Use the Ether Djinni to keep your healer's PP high. Though the second stage is tougher, it isn't challenging.

When the second head is destroyed, things get tough. Now the dragon uses stronger attacks and combines them with a blast of Cruel Rain almost every turn. To make matters worse, it can put every one of your party's Djinn in recovery at the drop of a hat. This is a crippling attack that reduces your party's stats and eliminates the best Psynergies. When it happens, switch your focus from attack to survival. Use Mist Potions and Waters of Life to recover as necessary. They won't be worth anything to you after this battle, so don't hoard them.

Hang in there until your Djinn recover and your party's basic abilities are restored, then go back on the attack. Use powerful single strikes to finish off the dragon and throw in a summoned creature when possible. Defense is as important in this battle as offense. Drop your guard for a second and your party will be wiped out.



Golden Sun

Weapons, Armor, Equipment, and Items

You can find or buy a lot of stuff while exploring *Golden Sun* and *Golden Sun 2*. We've split this chapter into two sections covering the things you can obtain in *Golden Sun* and in *Golden Sun 2*. The following tables are divided into four categories: Weapons, Armor, Equipment, and Items. Each table shows statistical information on each item, its resale value, special effects, and which of your four party members can use it. In addition, each table also reveals where and how you can obtain each item in the game.

Golden Sun Weapons

Name	ATK	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
Angelic Ankh	83	6,400	Staff	–	–	X	X	Unleashes Life Leech	Found under Artifacts in the Tolbi Weapon Shop
Arctic Blade	55	2,600	Long Sword	X	X	–	–	Unleashes Blizzard	Found in a treasure chest in the Fuchin Falls Cave
Assassin Blade	90	7,800	Light Sword	X	X	X	–	Unleashes Mortal Danger	Win from the Lucky Fountain in Tolbi
Bandit's Sword	12	700	Light Sword	X	X	X	–	Unleashes Rapid Smash	Dropped by Bandit, leader of the thieves in Vault
Battle Axe	24	280	Axe	X	X	–	–	Possesses no special abilities	Buy in the Vault, Bilibin, and Imil Weapon Shops
Battle Mace	56	2,600	Mace	X	X	–	X	Possesses no special abilities	Buy in the Xian, Altin, and Kalay Weapon Shops
Battle Rapier	58	2,900	Light Sword	X	X	X	–	Possesses no special abilities	Buy in the Xian and Altin Weapon Shops
Blessed Ankh	46	1,600	Staff	–	–	X	X	Unleashes Psyphon Seal	Found under Artifacts in the Imil Weapon Shop
Blessed Mace	126	14,500	Mace	X	X	–	X	HP Recovery +2*	Dropped by Thunder Lizards
Broad Axe	50	1,400	Axe	X	X	–	–	Possesses no special abilities	Buy in the Kolima, Xian, and Altin Weapon Shops
Broad Sword	40	1,000	Long Sword	X	X	–	–	Possesses no special abilities	Buy in the Bilibin, Imil, Kolima, and Xian Weapon Shops
Burning Axe	84	7,500	Axe	X	X	–	–	Unleashes Broil	Win from the Lucky Fountain in Tolbi
Claymore	70	4,000	Long Sword	X	X	–	–	Possesses no special abilities	Buy in the Altin and Kalay Weapon Shops
Crystal Rod	106	13,400	Staff	–	–	X	X	Unleashes Drown	Found under Artifacts in the Lalivero Weapon Shop

* When used as an item it recovers up to 200 HP

Name	ATK	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
Demon Axe	132	16,000	Axe	X	X	–	–	Unleashes Poison Cloud; Cursed Item	Found in a chest in the Crossbone Isle Cave
Demonic Staff	92	10,000	Staff	–	–	X	X	Unleashes Bad Omen; Cursed Item	Found under Artifacts in the Lunpa Weapon Shop
Dragon Axe	100	10,300	Axe	X	X	–	–	Unleashes Heat Mirage	Found under Artifacts in Lunpa Weapon Shop
Elven Rapier	44	2,200	Light Sword	X	X	X	–	Unleashes Vorpal Slash	Found in a treasure chest in Bilibin Cave
Frost Wand	76	5,400	Staff	–	–	X	X	Unleashes Frost Bite	Found under Artifacts in the Kalay Weapon Shop
Gaia Blade	135	17,000	Long Sword	X	X	–	–	Unleashes Titan Blade; Increases Earth Power and Resistance +20	Found in a treasure chest in the Venus Lighthouse
Giant Axe	114	14,000	Axe	X	X	–	–	Unleashes Meltdown	Dropped by Earth Golems
Great Axe	80	5,200	Axe	X	X	–	–	Possesses no special abilities	Buy in the Kalay and Tolbi Weapon Shops
Great Sword	90	7,000	Long Sword	X	X	–	–	Possesses no special abilities	Buy in the Tolbi Weapon Shop
Grievous Mace	88	7,000	Mace	X	X	–	X	Unleashes Terra Strike	Win from the Lucky Fountain in Tolbi
Heavy Mace	26	500	Mace	X	X	–	X	Possesses no special abilities	Buy in the Bilibin, Imil, and Kolima Weapon Shops
Hunter's Sword	28	520	Light Sword	X	X	X	–	Possesses no special abilities	Buy in the Bilibin, Imil and Kolima Weapon Shops
Kikuichimonji	128	13,400	Light Sword	X	X	X	–	Unleashes Asura	Dropped by the Fenrirs in the Venus Lighthouse
Long Sword	14	200	Long Sword	X	X	–	–	Possesses no special abilities	Buy in the Vale, Vault, and Bilibin Weapon Shops
Mace	6	80	Mace	X	X	–	X	Possesses no special abilities	Buy in the Vale and Vault Weapon Shops
Magic Rod	16	380	Staff	–	–	X	X	Unleashes Murk	Found under Artifacts in the Vault, Bilibin, and Imil Weapon Shops
Master Rapier	86	6,800	Light Sword	X	X	X	–	Possesses no special abilities	Buy in the Tolbi Weapon Shop
Muramasa	126	13,600	Long Sword	X	X	–	–	Unleashes Demon Fire; Cursed Item	Found in a chest in the Crossbone Isle Cave
Mystery Blade	84	6,400	Light Sword	X	X	X	–	Unleashes Life Nourish	Found in a treasure chest in the Crossbone Isle Cave
Ninja Blade	94	8,800	Light Sword	X	X	X	–	Unleashes Cyclone Attack	Found under Artifacts in Lunpa Weapon Shop
Psynergy Rod	64	3,800	Staff	–	–	X	X	Unleashes Psynergy Leech	Found under Artifacts in the Altin Weapon Shop
Righteous Mace	112	8,400	Mace	X	X	–	X	Unleashes Blinding Smog; HP Recovery +3	Found under Artifacts in the Lalivero Weapon Shop
Shaman's Rod	10	N/A	Staff	–	–	X	X	Possesses no special abilities	Found among the thieves' loot in Vault
Shamshir	99	10,000	Long Sword	X	X	–	–	Unleashes Acid Bath	Found under Artifacts in Lunpa Weapon Shop
Short Sword	8	120	Light Sword	X	X	X	–	Possesses no special abilities	Buy in the Vale and Vault Weapon Shop
Silver Blade	108	12,000	Long Sword	X	X	–	–	Unleashes Aqua Strike	Found under Artifacts in the Lalivero Weapon Shop
Swift Sword	104	9,400	Light Sword	X	X	X	–	Unleashes Sonic Smash; increases Wind Power +10	Found under Artifacts in the Lalivero Weapon Shop
Vulcan Axe	76	4,600	Axe	X	X	–	–	Unleashes Barrage	Found in a chest in Lamakan Desert
War Mace	84	6,200	Mace	X	X	–	X	Possesses no special abilities	Buy in the Tolbi Weapon Shop

Name	DEF	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
Wicked Mace	130	13,800	Mace	X	X	–	X	Unleashes Poison Death; Cursed Item	Found in a chest in the Crossbone Isle Cave
Witch's Wand	32	860	Staff	–	–	X	X	Unleashes Stun Voltage	Found under Artifacts in the Bilibin and Kolima Weapon Shops
Wooden Stick	4	40	Staff	–	–	X	X	Possesses no special abilities	Buy in the Vale Weapon Shop
Zodiac Wand	102	11,400	Staff	–	–	X	X	Unleashes Shining Star	Dropped by Grand Golems

Golden Sun Armor

Name	DEF	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
Adept's Clothes	18	850	Clothing	X	X	X	X	Increases PP +8	Purchase at the Imil, Kolima, Xian, and Altin Armor Shops
Adept's Helm	29	3,700	Helm	X	X	–	–	Increases PP x1.2	Win from the Lucky Fountain in Tolbi
Armlet	17	900	Bracelet	–	–	X	X	Possesses no effects	Purchase from the Kolima, Xian, and Altin Armor Shops
Armored Shell	30	3,600	Armor	X	X	–	–	Possesses no effects	Purchase from the Tolbi Armor Shop
Asura's Armor	42	15,000	Armor	X	X	–	–	ATK +5; HP Recovery +8	Found in a chest in the Tunnel Ruins
Aura Gloves	36	6,500	Gloves	X	X	X	X	Use as an item to increase Resistance	Dropped by Magicores
Battle Gloves	26	2,100	Gloves	X	X	X	X	ATK +8	Win from the Lucky Fountain in Tolbi
Blessed Robe	36	7,000	Robe	–	–	X	X	HP Recovery +5	Found under Artifacts in the Lunpa Armor Shop
Bronze Helm	14	600	Helm	X	X	–	–	Possesses no effects	Purchase from the Kolima and Xian Armor Shops
Bronze Shield	14	500	Shield	X	X	–	–	Possesses no effects	Purchase from the Bilibin, Imil, and Kolima Armor Shops
Chain Mail	25	2,000	Armor	X	X	–	–	Possesses no effects	Purchase from the Altin and Kalay Armor Shops
China Dress	19	1,600	Robe	–	–	–	X	Use as an item to drop the enemy's ATK	Found under Artifacts in the Xian Armor Shop
Circlet	6	120	Circlet	–	–	X	X	Possesses no effects	Purchase from the Vault, Bilibin, and Imil Armor Shops
Cocktail Dress	29	4,000	Robe	–	–	–	X	Increases PP +15	Win from the Lucky Fountain in Tolbi
Cotton Shirt	3	20	Clothing	X	X	X	X	Possesses no effects	Purchase at the Vale Armor Shop
Demon Mail	50	17,000	Armor	X	X	–	–	Wind Resistance -10; Cursed Item	Found in a chest in the Crossbone Isle Cave
Dragon Scales	44	17,000	Armor	X	X	–	–	Fire and Water Resistance +30	Found in a chest in the Crossbone Isle Cave
Dragon Shield	26	2,400	Shield	X	X	–	–	Fire Resistance +30	Found in a chest in the Altin Mine
Earth Shield	31	4,100	Shield	X	X	–	–	Earth Resistance +20	Win from the Lucky Fountain in Tolbi
Elven Shirt	22	1,700	Clothing	X	X	X	X	Increases Agility x1.5	Found in a chest in the Mogall Forest

Name	DEF	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
Feathered Robe	45	14,000	Robe	–	–	X	X	Wind Power +20; Wind Resistance +30; Agility +30	Dropped by Wild Gryphons
Fur Boots	2	1,200	Boots	X	X	X	X	Water Resistance +15	Win in the Tolbi Slot Game
Fur Coat	16	400	Clothing	X	X	X	X	Water Resistance +20	Found in a chest in the Kolima Forest
Gauntlets	23	1,600	Gloves	X	X	X	X	Possesses no effects	Purchase at the Altin, Kalay, and Tolbi Armor Shops
Glittering Tiara	27	3,600	Circlet	–	–	–	X	Use as an item to prevent delusions	Win from the Lucky Fountain in Tolbi
Guardian Armlet	27	2,600	Bracelet	–	–	X	X	Use as an item to boost defense	Win from the Lucky Fountain in Tolbi
Guardian Circlet	25	3,400	Circlet	–	–	X	X	Possesses no effects	Purchase from the Tolbi Armor Shop
Heavy Armlet	25	2,000	Bracelet	–	–	X	X	Possesses no effects	Purchase from the Kalay and Tolbi Armor Shops
Hyper Boots	4	2,400	Boots	X	X	X	X	Critical Hit Ratio +12	Win in the Tolbi Slot Game
Iron Helm	20	1,600	Helm	X	X	–	–	Possesses no effects	Purchase from the Xian, Altin, and Kalay Armor Shops
Iron Shield	20	1,200	Shield	X	X	–	–	Possesses no effects	Purchase from the Xian, Altin, and Kalay Armor Shops
Jerkin	26	2,400	Robe	–	–	X	X	Possesses no effects	Purchase at the Kalay and Tolbi Armor Shops
Jeweled Crown	35	4,000	Crown	X	X	X	X	Luck +5	Found under Artifacts in the Lalivero Weapon Shop
Kimono	25	2,800	Clothing	X	X	X	X	Fire Resistance +10; Agility +10	Win from the Lucky Fountain in Tolbi
Knight's Helm	33	4,600	Helm	X	X	–	–	Possesses no effects	Purchase from the Lalivero Weapon Shop
Knight's Shield	28	3,000	Shield	X	X	–	–	Possesses no effects	Purchase from the Tolbi Armor Shop
Leather Armlet	7	180	Bracelet	–	–	X	X	Possesses no effects	Purchase from the Vault, Bilibin and Imil Armor Shops
Leather Armor	12	240	Armor	X	X	–	–	Possesses no effects	Purchase from the Bilibin, Imil, and Kolima Armor Shops
Leather Cap	3	30	Hat	X	X	X	X	Possesses no effects	Purchase from the Vale and Vault Armor Shops
Leather Gloves	10	220	Gloves	X	X	X	X	Possesses no effects	Purchase at the Bilibin, Imil, and Kolima Armor Shops
Lucky Cap	33	5,200	Crown	X	X	X	X	PP Recovery +2	Found in a chest in the Venus Lighthouse
Lure Cap	20	3,000	Hat	X	X	X	X	Increases monster encounters	Prize for winning the Colosso
Magical Cassock	39	9,000	Robe	–	–	X	X	PP Recovery +2	Found under Artifacts in the Lalivero Weapon Shop
Mail Cap	23	2,000	Hat	X	X	X	X	Possesses no effects	Purchase from the Kalay and Tolbi Armor Shops
Mirrored Shield	39	5,200	Shield	X	X	–	–	Use as an item to delude enemies	Found under Artifacts in the Lalivero Weapon Shop
Mythril Circlet	34	7,000	Circlet	–	–	X	X	PP Recovery +3	Found in a chest inside Lunpa Fortress
Mythril Shirt	10	2,900	Shirt	X	X	X	X	Increases HP +5; Can be worn over other armor	Win in the Tolbi Slot Game
Ninja Garb	36	6,900	Clothing	X	X	X	X	Wind Resistance +10; Agility +30	Found in a chest in the Crossbone Isle Cave
Ninja Hood	28	4,600	Hat	X	X	X	X	Agility +20	Win from the Lucky Fountain in Tolbi

Name	DEF	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
One-Piece Dress	4	25	Robe	–	–	–	X	Possesses no effects	Purchase at the Vale Armor Shop
Open Helm	9	180	Helm	X	X	–	–	Possesses no effects	Purchase from the Bilibin and Imil Armor Shops
Oracle's Robe	43	13,500	Robe	–	–	–	X	HP Recovery +10; Water Resistance +40	Found in a chest in the Tunnel Ruins
Padded Gloves	2	10	Gloves	X	X	X	X	Possesses no effects	Purchase at the Vale and Vault Armor Shops
Plate Mail	33	4,400	Armor	X	X	–	–	Possesses no effects	Purchase from the Lunpa Armor Shop
Platinum Circlet	29	4,200	Circlet	–	–	X	X	Possesses no effects	Purchase from the Lunpa and Lalivero Weapon Shops
Prophet's Hat	30	2,800	Hat	X	X	X	X	Predicts the possibility of death when used as an item	Dropped by Dread Hounds
Psynergy Armor	21	1,000	Armor	X	X	–	–	Increases PP +20	Found in a chest in the Mercury Lighthouse
Quick Boots	3	2,100	Boots	X	X	X	X	Agility +20	Win in the Tolbi Slot Game
Running Shirt	1	400	Shirt	X	X	X	X	Increases Agility +15; Can be worn over other armor	Win in the Tolbi Slot Game
Silk Robe	20	1,400	Robe	–	–	X	X	Possesses no effects	Purchase at the Xian and Altin Armor Shops
Silk Shirt	6	1,800	Shirt	–	–	–	X	Increases Luck +1; Can be worn over other armor	Win in the Tolbi Slot Game
Silver Armlet	30	4,000	Bracelet	–	–	X	X	Possesses no effects	Purchase from the Lunpa Armor Shop
Silver Circlet	16	1,300	Circlet	–	–	X	X	Possesses no effects	Purchase from the Xian, Altin, and Kalay Armor Shops
Silver Helm	30	3,900	Helm	X	X	–	–	Possesses no effects	Purchase from the Lunpa Armor Shop
Silver Vest	28	3,200	Clothing	X	X	X	X	Possesses no effects	Purchase at the Tolbi Armor Shop
Spiked Armor	34	1,400	Armor	X	X	–	–	ATK +10; Increases critical hits	Dropped by Chimera Mages and Boulder Beasts
Spirit Armlet	38	9,000	Bracelet	–	–	X	X	Increases Earth and Water Power +10	Found under Artifacts in the Lalivero Weapon Shop
Spirit Armor	32	4,000	Armor	X	X	–	–	Increases all elemental resistance +15	Win from the Lucky Fountain in Tolbi
Spirit Gloves	34	5,200	Gloves	X	X	X	X	Increases all elemental power +5	Found in a chest in Kalay Sewers
Steel Armor	36	4,900	Armor	X	X	–	–	Possesses no effects	Purchase from the Lalivero Weapon Shop
Steel Helm	27	3,100	Helm	X	X	–	–	Possesses no effects	Purchase from the Tolbi Armor Shop
Storm Gear	42	9,800	Clothing	X	X	X	X	Fire, Wind and Water Resistance +30	Found in a chest in the Crossbone Isle Cave
Thunder Crown	40	7,500	Crown	X	X	X	X	PP Recovery +4; Cursed Item	Found in a chest in the Venus Lighthouse
Travel Robe	10	200	Robe	–	–	X	X	Possesses no effects	Purchase at the Bilibin Armor Shop
Travel Vest	7	50	Clothing	X	X	X	X	Possesses no effects	Purchase at the Vale, Vault, and Bilibin Armor Shops
Turtle Boots	3	600	Boots	X	X	X	X	Halves Agility	Found in the patch of forest west of Kolima Forest
Vambrace	27	1,800	Gloves	X	X	X	X	ATK +5	Found in a chest in Vault Cave

Name	DEF	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
Virtuous Armlet	35	7,000	Bracelet	–	–	X	X	Increases Fire and Wind Power +10**	Found in a chest in the Suhalla Desert
War Gloves	32	4,000	Gloves	X	X	X	X	ATK +10	Found under Artifacts in the Lunpa Armor Shop
Warrior's Helm	35	10,000	Helm	X	X	–	–	Earth Power +10; Critical Hit Ratio +10	Found in a chest in Lalivero
Water Jacket	30	3,000	Clothing	X	X	X	X	Water Resistance +30, Fire Resistance +20	Found in a chest in Hammet's Mansion in Kalay
Wooden Cap	10	400	Hat	X	X	X	X	Possesses no effects	Purchase from the Bilibin, Imil, Kolima, and Xian Armor Shops
Wooden Shield	6	40	Shield	X	X	–	–	Possesses no effects	Purchase from the Vale and Vault Armor Shops

*Use as an item to cure status ailments **Use as an item to recover up to 100 HP

Golden Sun Equipment

Name	Value	Class	Isaac	Garet	Ivan	Mia	Effect	Location
Adept Ring	3,100	Ring	X	X	X	X	Use as an item to restore 7 PP	Win in the Tolbi Slot Game
Carry Stone	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Carry when equipped	Found in a chest in the Venus Lighthouse entrance
Catch Beads	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Catch when equipped	Given to Isaac as a gift from his mother when leaving Vale
Cleric's Ring	6,400	Ring	X	X	X	X	Use as an item to cure a curse	Found in a chest in the Crossbone Isle Cave
Cloak Ball	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Cloak when equipped	Get this from Babi in Tolbi when you speak to him after the event where you receive the prize from the Colosso
Douse Drop	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Douse when equipped	Dropped by the Killer Ape boss in Mogall Forest
Fairy Ring	2,900	Ring	X	X	X	X	Use as an item to cure status ailments	Found in a chest in the Crossbone Isle Cave
Frost Jewel	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Frost when equipped	Dropped by the first Living Statue in the Altin Mines
Halt Gem	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Halt when equipped	Found in a chest in Vale Cave
Healing Ring	800	Ring	X	X	X	X	Recovers up to 70 HP when used as an item	Found in a chest inside Tret's trunk in the Kolima Forest; Dropped by Nightmares
Lifting Gem	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Lift when equipped	Found in a chest in the Altin Mines
Orb of Force	N/A	Psynergy Item	X	X	X	X	Makes it possible to use the Psynergy Force when equipped	Found in a chest in the Fuchin Falls Cave
Sleep Ring	1,400	Ring	X	X	X	X	Sends enemies to sleep when used as an item	Win in the Tolbi Slot Game
Unicorn Ring	1,100	Ring	X	X	X	X	Cures poison when used as an item	Found in a pot inside the Sanctum in Fuchin
War Ring	2,600	Ring	X	X	X	X	Boosts your attack when used as an item	Win in the Tolbi Slot Game

Golden Sun Items

Name	Value	Class	Effect
Anchor Charm	N/A	Event Item	Lucky charm in the shape of an anchor that belongs to the ship captain who sails between Kalay and Tolbi
Apple	500	Status Item	Increases the user's Attack rating
Antidote	20	Common Item	Herb used to cure poison
Black Orb	N/A	Event Item	A strange orb used to control Babi's special ship
Blue Key	N/A	Event Item	A blue key used to solve a puzzle in the Crossbone Isle Cave
Boat Ticket	N/A	Event Item	Ticket on the ship that sails between Kalay and Tolbi; it costs 150 coins/person
Bone	N/A	Event Item	Found in the kitchen of the Vault Inn; give one to the dog by the tombstones to learn about the Vault Cave
Bramble Seed	50	Common Item	Used in battle, summons a thorny attack against the enemy
Cell Key	30	Event Item	The key to the locked cell doors in the Lunpa Fortress
Cookie	500	Status Item	Increases the user's PP
Corn	12	Event Item	A special Colosso concession food; recovers up to 100 HP
Crystal Powder	60	Common Item	Used in battle, summons an ice storm against the enemy
Dragon's Eye	N/A	Event Item	Found inside the Fuchin Falls Cave; when fit inside the eye of the Dragon statue, it illuminates a secret path
Hard Nut	500	Status Item	Increases the user's Defense rating
Herb	10	Common Item	Recovers up to 50 HP
Hermes Water	2,000	Event Item	A bottle filled with the healing waters from the Mercury Lighthouse
Elixir	*30*	Common Item	Cures Delusion, Stun, and Sleep
Empty Bottle	1,000	Event Item	Found in a chest inside Mia's grandparents' house in Imil; fill with water from the Mercury Lighthouse
Game Ticket	50	Common Item	Special tickets given out when you purchase items at stores; use to play the Slot Game in Tolbi
Lucky Medal	100	Common Item	Special medals that you can toss into the Tolbi Fountain for special prizes
Lucky Pepper	500	Status Item	Increases the user's Luck rating
Mars Star	N/A	Event Item	Elemental Star of Fire; the only one left in your possession after the events in the Sol Sanctum
Mint	500	Status Item	Increases the user's Agility rating
Mystic Draught	N/A	Event Item	Strange medicine found in Altmiller Cave
Mythril Bag	N/A	Event Item	Given to you by Kraden inside the hidden chamber at the heart of the Sol Sanctum; these bags are specially made to hold the Elemental Stars
Nut	200	Common Item	Restores up to 200 HP
Oil Drop	30	Common Item	When used in battle, summons a fiery attack against the enemy

Name	Value	Class	Effect
Potion	750	Common Item	Restores all of the user's HP
Power Bread	500	Status Item	Increases the user's HP
Psy Crystal	1,500	Common Item	Restores all of the user's PP
Red Key	N/A	Event Item	A red key used to solve a puzzle in the Crossbone Isle Cave
Sacred Feather	70	Common Item	Reduces monster encounters for a short while
Sleep Bomb	60	Common Item	When used in battle, produces an aroma that makes enemies fall asleep
Small Jewel	N/A	Event Item	Small jewels used to complete puzzles in the Sol Sanctum
Smoke Bomb	30	Common Items	When used in battle, produces enough smoke to blind an enemy
Vial	500	Common Item	Restores up to 500 HP
Water of Life	3,000	Common Item	Restores a fallen ally to life
Weasel's Claw	40	Common Item	When used in battle, summons a fierce wind attack against the enemy

Weapons, Armor, Equipment, and Items in Golden Sun: The Lost Age

The following tables are divided into four categories: Weapons, Armor, Equipment, and Items. Each table shows statistical information on each item, its purchase price, special effects, and which of your four party members can use it. Each table also reveals where and how you obtain each item.

Note:

All weapons and armor with effects are considered Artifacts. If listed as bought from a shop, they can be found in the shop's Artifacts menu. When an Artifact is available for purchase, it becomes available in all future shops. Should you sell an Artifact to a shop, it will be listed for sale at every shop that sells that type of Artifact. If you sell a sword Artifact, it becomes available in any weapon shop or one-stop shop.

Golden Sun: The Lost Age Weapons

Name	Attack	Buy Value	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Angelic Ankh	83	6,400	Staff	–	X	X	–	Unleashes Life Leech	Buy from Apojii Islands Shop
Battle Axe	29	280	Axe	X	–	–	X	Possesses no special abilities	Buy from Madra, Alhafra, Garoh Weapon Shop
Battle Mace	56	2,600	Mace	X	–	X	X	Possesses no special abilities	Buy from Naribwe, Kibombo, and Yallam Weapon Shop
Battle Rapier	58	2,900	Light Blade	X	X	–	X	Possesses no special abilities	Buy from Naribwe, Kibombo, and Yallam Weapon Shop
Blessed Ankh	46	1,600	Staff	–	X	X	–	Unleashes Psyphon Seal	Buy from Mikasalla Weapon Shop
Blow Mace	45	2,800	Mace	X	–	X	X	Unleashes Boost Hack	Chest in Yampi Desert
Broad Axe	50	1,400	Axe	X	–	–	X	Possesses no special abilities	Buy in Mikasalla, Naribwe, Kibombo, and Yallam Weapon Shop

Name	Attack	Buy Value	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Broad Sword	40	1,000	Long Sword	X	–	–	X	Possesses no special abilities	Buy in Alhafra, Garoh, and Naribwe Weapon Shop
Captain's Axe	95	6,800	Axe	X	–	–	X	Use to boost Defense (use in battle/chance to break)	Forged from Rusty Axe
Claymore	70	4,000	Long Sword	X	–	–	X	Possesses no special abilities	Buy in Kibombo and Yallam Weapon Shop
Cloud Brand	130	11,800	Long Sword	X	–	–	X	Unleashes Raiden's Wrath	Water behind dragon after you defeat him in Gaia Rock
Demon Mace	115	9,200	Mace	X	–	X	X	Unleashes Evil Eye	Forged from Rusty Mace
Demonic Staff	92	10,000	Staff	–	X	X	–	Unleashes Bad Omen	Buy in Champa Shop
Disk Axe	76	4,700	Axe	X	–	–	X	Unleashes Power Drive	Chest in Kibombo Mountains
Draconace	128	10,700	Staff	–	X	X	–	Unleashes Aging Gas	Forged from Rusty Staff
Dragon Axe	100	10,300	Axe	X	–	–	X	Unleashes Heat Mirage	Buy from Apojii Islands Shop
Fire Brand	176	23,400	Long Sword	X	–	–	X	Unleashes Purgatory	Chest in Treasure Island
Frost Wand	76	5,400	Staff	–	X	X	–	Unleashes Frost Bite	Buy in Kibombo Weapon Shop
Glower Staff	126	10,100	Staff	–	X	X	–	Unleashes Flash Force	Forged from Rusty Staff
Great Axe	80	5,200	Axe	X	–	–	X	Possesses no special abilities	Buy from Champa and Contigo Shop
Great Sword	90	7,000	Long Sword	X	–	–	X	Possesses no special abilities	Buy from Apojii Islands and Contigo Shop
Heavy Mace	26	500	Mace	X	–	X	X	Possesses no special abilities	Buy from Alhafra and Garoh Weapon Shop
Hestia Blade	145	12,900	Long Sword	X	–	–	X	Unleashes Crucible Fire	Win at Lemuria (coin toss)
Hunter's Sword	28	520	Light Blade	X	X	–	X	Possesses no special abilities	Buy from Alhafra and Garoh Weapon Shop
Hypnos' Sword	49	2,900	Light Blade	X	X	–	X	Unleashes Moon Air	Chest in Garoh
Lightning Sword	134	11,400	Long Sword	X	–	–	X	Unleashes Flash Edge	Chest in Tundaria Tower
Long Sword	15	200	Long Sword	X	–	–	X	Possesses no special abilities	Buy in Daila, Madra, and Alhafra Weapon Shop
Mace	6	80	Mace	X	–	X	X	Possesses no special abilities	Buy in Daila and Madra Weapon Shop
Magic Rod	16	380	Staff	–	X	X	–	Unleashes Murk	Buy in Madra, Alhafra, Garoh, and Mikasalla Weapon Shop
Masamune	161	16,400	Light Blade	X	X	–	X	Unleashes Rising Dragon	Chest in Yallam
Master Rapier	86	6,800	Light Blade	X	X	–	X	Possesses no special abilities	Buy in Champa and Contigo Shop
Meditation Rod	150	13,400	Staff	–	X	X	–	Unleashes Nirvana	Chest in Jupiter Lighthouse
Mist Sabre	110	8,600	Light Blade	X	X	–	X	Unleashes Searing Fog	Chest in Aqua Rock
Ninja Blade	94	8,800	Light Blade	X	X	–	X	Unleashes Cyclone Slash	Buy in Izumo Shop
Phaeton's Blade	151	13,600	Light Blade	X	X	–	X	Unleashes Light Surge	Chest in Jupiter Lighthouse

Name	Attack	Buy Value	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Pirate's Sword	34	2,000	Light Blade	X	X	–	X	Unleashes Dreamtide	Chest in Osenia Cliffs
Psynergy Rod	64	3,800	Staff	–	X	X	–	Unleashes Psy Leech	Buy in Kibombo Weapon Shop
Righteous Mace	112	8,400	Mace	X	–	X	X	Unleashes Blinding Smog	Buy in Contigo Weapon Shop
Robber's Blade	101	7,600	Long Sword	X	–	–	X	Unleashes Shred	Forged from Rusty Sword
Shaman's Rod	10	N/A	Staff	–	X	X	–	Possesses no special abilities	Starts in Inventory
Shamshir	99	10,000	Long Sword	X	–	–	X	Unleashes Acid Bath	Buy from Izumo Shop
Short Sword	8	120	Light Blade	X	X	–	X	Possesses no special abilities	Buy from Daila and Madra Weapon Shop
Silver Blade	108	12,000	Long Sword	X	–	–	X	Unleashes Aqua Sock	Buy from Contigo Weapon Shop
Sol Blade	200	31,200	Long Sword	X	–	–	X	Unleashes Megiddo	Chest in Mars Lighthouse
Soul Brand	141	11,600	Long Sword	X	–	–	X	Unleashes Soul Shatter	Forged from Rusty Sword
Storm Brand	60	3,900	Long Sword	X	–	–	X	Unleashes Hurricane	Chest in Air's Rock
Swift Sword	104	9,400	Light Blade	X	X	–	X	Unleashes Sonic Smash	Buy from Contigo Weapon Shop
Thanatos Mace	125	10,400	Mace	X	–	X	X	Unleashes Heartbreak	Chest in Ankohl Ruins
Themis' Axe	30	1,900	Axe	X	–	–	X	Unleashes Stone Justice	Chest in Dehkan Plateau
Viking Axe	137	11,000	Axe	X	–	–	X	Unleashes Stun Bolt	Forged from Rusty Axe
War Mace	84	6,200	Mace	X	–	X	X	Possesses no special abilities	Buy in Contigo Weapon Shop
Witch's Wand	32	860	Staff	–	X	X	–	Unleashes Stun Voltage	Buy in Garoh Weapon Shop
Wooden Stick	4	40	Staff	–	X	X	–	Possesses no special abilities	Buy in Daila Weapon Shop

Golden Sun: The Lost Age Armor

Name	DEF	Value	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Adept's Clothes	18	850	Clothing	X	X	X	X	Boosts PP	Buy from Garoh and Naribwe Armor Shop
Aegis Shield	41	6,700	Shield	X	–	–	X	Raises Evade	Win at Lemuria (coin toss)
Alastor's Hood	47	11,800	Hood	X	X	X	X	Use to haunt a foe (use in battle/chance to break)	Chest in Mars Lighthouse
Armlet	17	900	Bracelet	–	X	X	–	Possesses no special abilities	Buy from Mikasalla and Naribwe Armor Shop
Armored Shell	30	3,600	Armor	X	–	–	X	Possesses no special abilities	Buy from Apojii Islands Shop
Blessed Robe	36	7,000	Robe	–	X	X	–	Replenishes HP	Buy from Champa Shop

Name	DEF	Value	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Bone Armlet	30	3,000	Bracelet	–	X	X	–	Use to haunt a foe (use in battle/chance to break)	Chest in Kibombo
Bronze Helm	14	600	Helm	X	–	–	X	Possesses no special abilities	Buy from Mikasalla and Naribwe Armor Shop
Bronze Shield	14	500	Shield	X	–	–	X	Possesses no special abilities	Buy from Garoh Armor Shop
Chain Mail	25	2,000	Armor	X	–	–	X	Possesses no special abilities	Buy from Kibombo Armor Shop
Circlet	6	120	Circlet	–	X	X	–	Possesses no special abilities	Buy from Madra, Alhafra, and Garoh Armor Shop
Clarity Circlet	21	1,500	Circlet	–	X	X	–	Raises Wind Power	Chest in Air's Rock
Cotton Shirt	3	20	Clothing	X	X	X	X	Possesses no special abilities	Buy from Daila Armor Shop
Erinyes Tunic	45	10,400	Clothes	X	X	X	X	Raises Attack and Evade	Chest in Jupiter Lighthouse
Festival Coat	28	2,100	Clothes	X	X	X	X	Raises Luck	Crate in Izumo
Floral Dress	38	6,600	Clothes	–	X	X	–	Use to put enemies to sleep (use in battle/chance to break)	Win at Lemuria (coin toss)
Fujin Shield	23	1,400	Shield	X	–	–	X	Resists Wind	Chest in Air's Rock
Full Metal Vest	21	1,100	Clothes	X	X	X	X	Possesses no special abilities	Chest in Dehkan Plateau
Gauntlets	23	1,800	Gloves	X	X	X	X	Possesses no special abilities	Buy from Kibombo Armor Shop
Golden Shirt	12	2,400	Shirt	X	X	X	X	Raises HP and Defense	Shaman Village Cave (event)
Guardian Circlet	25	3,400	Circlet	–	X	X	–	Possesses no special abilities	Buy from Apojii Islands Shop
Heavy Armlet	25	2,000	Bracelet	–	X	X	–	Possesses no special abilities	Buy from Yallam Armor Shop
Iris Robe	47	16,600	Robe	–	X	X	–	Raises Luck, Restores PP	Chest in Treasure Island
Iron Helm	20	1,600	Helm	X	–	–	X	Possesses no special abilities	Buy from Kibombo Armor Shop
Iron Shield	20	1,200	Shield	X	–	–	X	Possesses no special abilities	Buy from Naribwe and Kibombo Armor Shop
Ixion Mail	26	1,300	Armor	X	–	–	X	Resists Wind and Water	Chest in Alhafra Cave
Jerkin	26	2,400	Robe	–	X	X	–	Possesses no special abilities	Buy from Yallam Armor Shop
Jester's Armlet	39	5,100	Bracelet	–	X	X	–	Raises PP	Chest in Treasure Island
Jeweled Crown	35	4,000	Crown	X	X	X	X	Boosts Luck	Buy from Contigo Armor Shop
Knight's Helm	33	4,600	Helm	X	–	–	X	Possesses no special abilities	Buy from Contigo Armor Shop
Knight's Shield	28	3,000	Shield	X	–	–	X	Possesses no special abilities	Buy from Apojii Islands Shop
Leather Armlet	7	180	Bracelet	–	X	X	–	Possesses no special abilities	Buy from Madra, Alhafra, and Garoh Armor Shop
Leather Armor	12	240	Armor	X	–	–	X	Possesses no special abilities	Buy from Alhafra and Garoh Armor Shop
Leather Boots	6	270	Boots	X	X	X	X	Possesses no special abilities	Buy from Madra and Alhafra Armor Shop

Name	DEF	Value	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Leather Cap	3	30	Hat	X	X	X	X	Possesses no special abilities	Buy from Daila, Madra, and Alhafra Armor Shop
Leather Gloves	10	220	Gloves	X	X	X	X	Possesses no special abilities	Buy from Alhafra and Garoh Armor Shop
Magical Cassock	39	9,000	Robe	–	X	X	–	Replenishes PP	Buy from Contigo Armor Shop
Mail Cap	23	2,000	Hat	X	X	X	X	Possesses no special abilities	Buy from Yallam Armor Shop
Mirrored Shield	39	5,200	Shield	X	–	–	X	Deludes enemies (use in battle/chance to break)	Buy from Contigo Armor Shop
Muni Robe	39	6,300	Robe	–	X	X	–	Restores HP	Chest in Ankohl Ruins
Mysterious Robe	48	36,500	Robe	–	X	X	–	Replenishes HP and PP	Buy from Prox Shop
Nurse's Cap	18	1,200	Cap	–	X	X	–	Use to release healing power (use in battle/chance to break)	Chest in Madra
One-Piece Dress	4	25	Robe	–	X	X	–	Possesses no special abilities	Buy from Daila Armor Shop
Open Helm	9	180	Helm	X	–	–	X	Possesses no special abilities	Buy from Alhafra and Garoh Armor Shop
Padded Gloves	2	10	Gloves	X	X	X	X	Possesses no special abilities	Buy from Daila and Madra Armor Shop
Phantasmal Mail	38	5,800	Armor	X	–	–	X	Use for some magical Luck (use in battle/chance to break)	Chest in Izumo Ruins
Plate Mail	33	4,400	Armor	X	–	–	X	Possesses no special abilities	Buy from Champa Shop
Platinum Circlet	29	4,200	Circlet	–	X	X	–	Possesses no special abilities	Buy from Contigo Armor Shop
Prophet's Hat	30	N/A	Hat	X	X	X	X	Predicts being downed (use in battle/chance to break)	Drop Item
Psynergy Armor	21	1,000	Armor	X	–	–	X	Boosts PP	Buy from Mikasalla Armor Shop
Safety Boots	12	700	Boots	X	X	X	X	Raise Defense, Lower Speed	Buy from Garoh Armor Shop
Silk Robe	20	1,400	Robe	–	X	X	–	Possesses no special abilities	Buy from Naribwe and Kibombo Armor Shop
Silver Armlet	30	4,000	Bracelet	–	X	X	–	Possesses no special abilities	Buy from Champa and Contigo Shop
Silver Circlet	16	1,300	Circlet	–	X	X	–	Possesses no special abilities	Buy from Naribwe and Kibombo Armor Shop
Silver Helm	30	3,900	Helm	X	–	–	X	Possesses no special abilities	Buy from Champa Shop
Silver Vest	28	3,200	Clothing	X	X	X	X	Possesses no special abilities	Buy from Contigo Armor Shop
Spirit Gloves	40	7,200	Gloves	X	X	X	X	Raises PP	Chest in Shaman Village
Steel Armor	36	4,900	Armor	X	–	–	X	Possesses no special abilities	Buy from Contigo Armor Shop
Steel Helm	27	3,100	Helm	X	–	–	X	Possesses no special abilities	Buy from Apojii Islands Shop
Thorn Crown	28	3,300	Crown	X	X	X	X	Raises Attack	Chest in Naribwe
Travel Robe	10	200	Robe	–	X	X	–	Possesses no special abilities	Buy from Alhafra and Garoh Armor Shop
Travel Vest	7	50	Clothing	X	X	X	X	Possesses no special abilities	Buy from Daila, Madra, and Alhafra Armor Shop

Name	DEF	Value	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Turtle Boots	3	600	Boots	X	X	X	X	Boosts Defense, lowers Agility	Chest in Islet Cave
Valkyrie Mail	53	25,500	Armor	X	–	–	X	Raises Evade	Chest in Mars Lighthouse
Viking Helm	30	4,000	Helm	X	–	–	X	Resists Water	Chest in Champa
War Gloves	32	4,000	Gloves	X	X	X	X	Boosts Attack	Buy from Izumo Shop
Wooden Cap	10	400	Hat	X	X	X	X	Possesses no special abilities	Buy from Garoh and Naribwe Armor Shop
Wooden Shield	6	40	Shield	X	–	–	X	Possesses no special abilities	Buy from Daila, Madra, and Alhafra Armor Shop

Golden Sun: The Lost Age Equipment

Name	Class	Felix	Jenna	Sheba	Piers	Effect	Location
Burst Brooch	Psynergy Item	X	X	X	X	Bestows Burst when equipped	Top of Tundaria Tower
Cyclone Chip	Psynergy Item	X	X	X	X	Bestows Cyclone when equipped	Rewarded by Madra's Mayor
Golden Ring	Ring	X	X	X	X	Raises elemental resistance	Chest in Champa
Guardian Ring	Ring	X	X	X	X	Increase Max HP by 20 and Defense by 4	Chest in Yampi Desert
Hover Jade	Psynergy Item	X	X	X	X	Bestows Hover when equipped	Defeat Moapa in Shaman Village/Trial Road
Lash Pebble	Psynergy Item	X	X	X	X	Bestows Lash when equipped	Clear Kandorean Temple's cave
Mysterious Card	Class Item	X	X	X	X	Equip to change your class	Chest in Kandorean Temple
Pound Cube	Psynergy Item	X	X	X	X	Bestows Pound when equipped	Taken from Djinni in Dehkan Plateau
Scoop Gem	Psynergy Item	X	X	X	X	Bestows Scoop when equipped	Battle King Scorpion in Yampi Desert
Teleport Lapis	Psynergy Item	X	X	X	X	Bestows Teleport when equipped	Chest in Mars Lighthouse
Tomegathericon	Class Item	X	X	X	X	Equip to change your class	Great Gabomba's prize
Trainer's Whip	Class Item	X	X	X	X	Equip to change your class	Chest in Yampi Desert
Tremor Bit	Psynergy Item	X	X	X	X	Bestows Tremor when equipped	Chest in Madra Catacombs
Unicorn Ring	Ring	X	X	X	X	Use to remove poison	Chest in Naribwe

Golden Sun: The Lost Age Items

Name	Value	Class	Effect
Antidote	20	Common Item	Cures Poison
Apple	N/A	Status Item	Boosts Attack
Aquarius Stone	N/A	Event Item	The stone that leads the chosen one
Black Crystal	N/A	Event Item	Controls the ancient ship
Blue Key	N/A	Event Item	Key to blue door in Jupiter Lighthouse
Bramble Seed	N/A	Common Item	Causes damage with thorns
Center Prong	N/A	Event Item	The center piece of a trident
Cookie	N/A	Status Item	Boosts maximum PP
Corn	N/A	Common Item	Replenishes 100 HP when used
Crystal Powder	N/A	Common Item	Causes damage with ice
Dancing Idol	N/A	Event Item	A sacred idol of unknown power
Dark Matter	N/A	Forgeable Item	Twisted black stuff (forgeable)
Dragon Skin	N/A	Forgeable Item	Scaly dragon hide (forgeable)
Elixir	30	Common Item	Cures Delusion, Stun, and Sleep
Game Ticket	N/A	Common Item	Ticket for use in special game
Golem Core	N/A	Forgeable Item	An Earth Elemental's heart (forgeable)
Hard Nut	N/A	Status Item	Boosts Defense
Healing Fungus	N/A	Event Item	A rare and delicious mushroom
Herb	10	Common Item	Replenishes 50 HP
Large Bread	N/A	Event Item	Nourishing bread that fights hunger
Laughing Fungus	N/A	Rare Item	A rare and suspicious mushroom
Left Prong	N/A	Event Item	The right tine of a trident
Li'l Turtle	N/A	Event Item	A turtle who's far from home
Lucky Pepper	N/A	Status Item	Boosts Luck
Magma Ball	N/A	Event Item	A glowing, red ball of volcanic rock
Milk	N/A	Event Item	Nutritious, delicious fresh milk
Mint	N/A	Status Item	Boosts Agility

Name	Value	Class	Effect
Mist Potion	9,000	Rare Item	Restores 300 HP to entire party
Mythril Bag	N/A	Event Item	Holds the Elemental Stars
Mythril Silver	N/A	Forgeable Item	Legendary dwarven metal (forgeable)
Nut	200	Common Item	Replenishes 200 HP
Oil Drop	N/A	Common Item	Causes damage with flames
Orihalcon	N/A	Forgeable Item	An ore of great power (forgeable)
Potion	1,000	Rare Item	Replenishes all HP
Power Bread	N/A	Status Item	Boosts maximum HP
Pretty Stone	N/A	Event Item	A shining stone
Red Cloth	N/A	Event Item	A fancy neckerchief
Red Key	N/A	Event Item	Key to red door in Jupiter Lighthouse
Right Prong	N/A	Event Item	The right tine of a trident
Ruin Key	N/A	Event Item	A key found in the ruins under Madra
Sacred Feather	70	Common Item	Reduces monster encounters
Salamander Tail	N/A	Forgeable Item	A fiery lizard's tail (forgeable)
Sea God's Tear	N/A	Event Item	A jewel from the sea god's eye
Sleep Bomb	N/A	Common Item	Lulls enemies to sleep
Smoke Bomb	N/A	Common Item	Obstructs enemies' sight
Star Dust	N/A	Forgeable Item	Rare metal from space (forgeable)
Sylph Feather	N/A	Forgeable Item	Wind essence feather (forgeable)
Tear Stone	N/A	Forgeable Item	Water essence crystal (forgeable)
Trident	N/A	Event Item	A weapon with a unique purpose (+20 Resist)
Vial	N/A	Common Item	Replenishes 500 HP
Water of Life	3,000	Rare Item	Revives downed characters
Weasel's Claw	N/A	Common Item	Causes damage with claws

Golden Sun

Psynergy List

This chapter lists the Psynergies available in both *Golden Sun* and *Golden Sun 2*. The tables for each game's list of Psynergies are divided into five categories (Attack, Defense, Support, Recovery, and Field) based on how and where the spell can be used. Attack Psynergies inflict damage on enemies in battle. Defense Psynergies hobble enemies by reducing their stats or hindering them with status ailments. Support Psynergies increase your own allies' stats or provide protection from both physical and magical attacks. You can use Recovery spells both in battle and on the field, they also heal and cure your party member. Field Psynergies have specific uses while on the field. This table includes both spells that can only be used on the field (such as Retreat) and those whose effects change when used on the field (such as Douse, Growth, or Frost).



Attack Psynergies

**The Damage stat "Blow +x" indicates that the total damage inflicted by the attack is based on the strength of the blow (determined by the user's attack strength) plus or multiplied by the number given.*

ANNIHILATION	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow x1.5	18	1
EFFECT	Attempt to annihilate a foe			

ASTRAL BLAST	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +35	5	1
EFFECT	Attack with celestial force			

AVALANCHE	ELEMENT	DAMAGE	PP	RANGE
	Earth	160	30	5
EFFECT	Attack with blast of rocks			

BLAST	ELEMENT	DAMAGE	PP	RANGE
	Fire	25	5	3
EFFECT	Attack with an explosive blast			

BLAST	ELEMENT	DAMAGE	PP	RANGE
	Fire	40	7	3
EFFECT	Attack with a massive explosion			

BLUE BOLT	ELEMENT	DAMAGE	PP	RANGE
	Wind	90	14	3
EFFECT	Attack with a lightning bolt			

BOLT	ELEMENT	DAMAGE	PP	RANGE
	Wind	20	4	1
EFFECT	Attack with lightning bolt			

BRIAR	ELEMENT	DAMAGE	PP	RANGE
	Earth	70	11	3
EFFECT	Attack with sharpened briars			

CARPET BOMB	ELEMENT	DAMAGE	PP	RANGE
	Fire	130	29	7
EFFECT	Attack with a bomb blast			

CLAY SPIRE	ELEMENT	DAMAGE	PP	RANGE
	Earth	85	13	3
EFFECT	Attack with earthen spire			

CLUSTER BOMB	ELEMENT	DAMAGE	PP	RANGE
	Fire	65	11	5
EFFECT	Attack with a bomb blast			

CUTTING EDGE	ELEMENT	DAMAGE	PP	RANGE
	Water	Blow +32	5	1
EFFECT	Inflict damage with a shock wave			

DEATH PLUNGE	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +40	14	1
EFFECT	Plunge your weapon into a foe			

DELUGE	ELEMENT	DAMAGE	PP	RANGE
	Water	120	20	5
EFFECT	Attack with a deadly flood			

DEMON NIGHT	ELEMENT	DAMAGE	PP	RANGE
	Earth	60	12	3
EFFECT	Unleash a myriad of monsters			

DESTRUCT RAY	ELEMENT	DAMAGE	PP	RANGE
	Wind	150	21	3
EFFECT	Attack with a magnetic storm			

DOUSE	ELEMENT	DAMAGE	PP	RANGE
	Water	25	5	3
EFFECT	Attack with a surge of water			

DRAGON CLOUD	ELEMENT	DAMAGE	PP	RANGE
	Fire	80	6	1
EFFECT	Strike the enemy with a dragon shaped cloud			

DRENCH	ELEMENT	DAMAGE	PP	RANGE
	Water	60	10	3
EFFECT	Attack with a torrent of water			

EARTHQUAKE	ELEMENT	DAMAGE	PP	RANGE
	Earth	35	7	5
EFFECT	Attack with a mighty tremor			

ERUPTION	ELEMENT	DAMAGE	PP	RANGE
	Fire	90	14	3
EFFECT	Attack with volcanic might			

FIERY BLAST	ELEMENT	DAMAGE	PP	RANGE
	Fire	110	19	5
EFFECT	Attack with an explosive blast			

FIRE	ELEMENT	DAMAGE	PP	RANGE
	Fire	35	6	3
EFFECT	Attack with a scorching fireball			

FIRE BOMB	ELEMENT	DAMAGE	PP	RANGE
	Fire	35	5	3
EFFECT	Attack with a bomb blast			

FIREBALL	ELEMENT	DAMAGE	PP	RANGE
	Fire	65	12	5
EFFECT	Attack with a scorching fireball			

FLARE	ELEMENT	DAMAGE	PP	RANGE
	Fire	15	4	3
EFFECT	Attack with flaring flames			

FLARE STORM	ELEMENT	DAMAGE	PP	RANGE
	Fire	80	12	3
EFFECT	Attack with incinerating flames			

FLARE WALL	ELEMENT	DAMAGE	PP	RANGE
	Fire	40	7	3
EFFECT	Attack with searing flames			

FLASH BOLT	ELEMENT	DAMAGE	PP	RANGE
	Wind	40	7	3
EFFECT	Attack with a lightning bolt			

FREEZE PRISM	ELEMENT	DAMAGE	PP	RANGE
	Water	190	31	5
EFFECT	Attack with ice crystals			

FROST	ELEMENT	DAMAGE	PP	RANGE
	Water	20	5	3
EFFECT	Attack with frigid blasts			

FROTH	ELEMENT	DAMAGE	PP	RANGE
	Water	28	5	3
EFFECT	Attack with frothing bubbles			

FROTH SPHERE	ELEMENT	DAMAGE	PP	RANGE
	Water	65	12	5
EFFECT	Attack with frenzied bubbles			

FROTH SPIRAL	ELEMENT	DAMAGE	PP	RANGE
	Water	150	31	7
EFFECT	Attack with a bubble vortex			

GAIA	ELEMENT	DAMAGE	PP	RANGE
	Earth	40	7	3
EFFECT	Attack with the earth's might			

GALE	ELEMENT	DAMAGE	PP	RANGE
	Wind	18	3	3
EFFECT	Attack with the wind's might			

GLACIER	ELEMENT	DAMAGE	PP	RANGE
	Water	100	15	3
EFFECT	Attack with frigid blasts			

GRAND GAIA	ELEMENT	DAMAGE	PP	RANGE
	Earth	200	32	5
EFFECT	Attack with the earth's might			

GROWTH	ELEMENT	DAMAGE	PP	RANGE
	Earth	25	4	1
EFFECT	Attack with wild plants			

HAIL PRISM	ELEMENT	DAMAGE	PP	RANGE
	Water	90	16	5
EFFECT	Attack with ice crystals			

HEAT WAVE	ELEMENT	DAMAGE	PP	RANGE
	Fire	Blow +33	6	1
EFFECT	Attack with fiery bolts			

HELM SPLITTER	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +30	8	1
EFFECT	Paralyze a foe with a mighty blow			

HURRICANE	ELEMENT	DAMAGE	PP	RANGE
	Wind	150	25	5
EFFECT	Attack with the wind's might			

ICE	ELEMENT	DAMAGE	PP	RANGE
	Water	35	5	1
EFFECT	Attack with spikes of ice			

ICE HORN	ELEMENT	DAMAGE	PP	RANGE
	Water	70	11	3
EFFECT	Attack with spikes of ice			

ICE MISSILE	ELEMENT	DAMAGE	PP	RANGE
	Water	160	23	3
EFFECT	Attack with spikes of ice			

INFERNO	ELEMENT	DAMAGE	PP	RANGE
	Fire	140	23	5
EFFECT	Attack with a scorching fireball			

LAVA SHOWER	ELEMENT	DAMAGE	PP	RANGE
	Fire	40	4	1
EFFECT	Attack with a volcano's might			

MAD BLAST	ELEMENT	DAMAGE	PP	RANGE
	Fire	50	9	3
EFFECT	Attack with an explosive blast			

MAD GROWTH	ELEMENT	DAMAGE	PP	RANGE
	Earth	60	10	3
EFFECT	Attack with ferocious plants			

MAGMA STORM	ELEMENT	DAMAGE	PP	RANGE
	Fire	120	27	5
EFFECT	Attack with a volcano's might			

MOLTEN BATH	ELEMENT	DAMAGE	PP	RANGE
	Fire	70	12	3
EFFECT	Attack with a volcano's might			

MOTHER GAIA	ELEMENT	DAMAGE	PP	RANGE
	Earth	100	17	5
EFFECT	Attack with the earth's might			

NETTLE	ELEMENT	DAMAGE	PP	RANGE
	Earth	140	23	5
EFFECT	Attack with stinging nettles			

NOVA FIRE	ELEMENT	DAMAGE	PP	RANGE
	Fire	70	13	5
EFFECT	Attack with a massive explosion			

PLANET DIVER	ELEMENT	DAMAGE	PP	RANGE
	Fire	Blow+36	7	1
EFFECT	Leap skyward and lunge into foe			

PLASMA	ELEMENT	DAMAGE	PP	RANGE
	Wind	45	8	3
EFFECT	Attack with a barrage of bolts			

PRISM	ELEMENT	DAMAGE	PP	RANGE
	Water	40	7	3
EFFECT	Attack with ice crystals			

PUNGI	ELEMENT	DAMAGE	PP	RANGE
	Earth	45	7	3
EFFECT	Attack with a bamboo weapon			

PUNGI STRIKE	ELEMENT	DAMAGE	PP	RANGE
	Earth	150	24	5
EFFECT	Attack with a bamboo weapon			

PUNGI TRAP	ELEMENT	DAMAGE	PP	RANGE
	Earth	85	13	3
EFFECT	Attack with a bamboo weapon			

PYROCLASM	ELEMENT	DAMAGE	PP	RANGE
	Fire	180	29	5
EFFECT	Attack with volcanic might			

QUAKE	ELEMENT	DAMAGE	PP	RANGE
	Earth	12	4	3
EFFECT	Attack with a powerful quake			

QUAKE SPHERE	ELEMENT	DAMAGE	PP	RANGE
	Earth	65	15	7
EFFECT	Attack with a massive quake			

QUICK STRIKE	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow x1.8	12	1
EFFECT	Blind your enemy with a rapid strike			

RAGNAROK	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +35	7	1
EFFECT	Strike with a massive sword			

RAY	ELEMENT	DAMAGE	PP	RANGE
	Wind	35	6	3
EFFECT	Attack with a magnetic storm			

ROCKFALL	ELEMENT	DAMAGE	PP	RANGE
	Earth	30	5	3
EFFECT	Attack with a blast of rocks			

ROCKSLIDE	ELEMENT	DAMAGE	PP	RANGE
	Earth	90	15	5
EFFECT	Attack with a blast of rocks			

SHINE PLASMA	ELEMENT	DAMAGE	PP	RANGE
	Wind	100	18	5
EFFECT	Attack with a barrage of bolts			

SHURIKEN	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow x0.8	8	3
EFFECT	Attack with a huge throwing knife			

SLASH	ELEMENT	DAMAGE	PP	RANGE
	Wind	25	4	1
EFFECT	Attack with a blade of focused air			

SONIC SLASH	ELEMENT	DAMAGE	PP	RANGE
	Wind	120	20	5
EFFECT	Attack with a blade of focused air			

SPARK PLASMA	ELEMENT	DAMAGE	PP	RANGE
	Wind	180	37	7
EFFECT	Attack with a barrage of bolts			

SPIRE	ELEMENT	DAMAGE	PP	RANGE
	Earth	40	5	1
EFFECT	Attack with earthen spire			

STONE SPIRE	ELEMENT	DAMAGE	PP	RANGE
	Earth	160	22	3
EFFECT	Attack with earthen spire			

STORM RAY	ELEMENT	DAMAGE	PP	RANGE
	Wind	65	10	3
EFFECT	Attack with a magnetic storm			

SUPERNOVA	ELEMENT	DAMAGE	PP	RANGE
	Fire	150	31	7
EFFECT	Attack with a massive explosion			

TEMPEST	ELEMENT	DAMAGE	PP	RANGE
	Wind	160	27	5
EFFECT	Attack with a fearsome windstorm			

THORN	ELEMENT	DAMAGE	PP	RANGE
	Earth	35	6	3
EFFECT	Attack with stabbing thorns			

THUNDERBOLT	ELEMENT	DAMAGE	PP	RANGE
	Wind	110	19	5
EFFECT	Attack with the storm's fury			

THUNDERCLAP	ELEMENT	DAMAGE	PP	RANGE
	Wind	50	9	3
EFFECT	Attack with the storm's fury			

THUNDERSTORM	ELEMENT	DAMAGE	PP	RANGE
	Wind	190	39	7
EFFECT	Attack with the storm's fury			

TORNADO	ELEMENT	DAMAGE	PP	RANGE
	Wind	80	14	5
EFFECT	Attack with a mighty tornado			

TUNDRA	ELEMENT	DAMAGE	PP	RANGE
	Water	45	8	3
EFFECT	Attack with frigid blasts			

TYPHOON	ELEMENT	DAMAGE	PP	RANGE
	Wind	76	12	5
EFFECT	Attack with the wind's might			

VOLCANO	ELEMENT	DAMAGE	PP	RANGE
	Fire	45	6	1
EFFECT	Attack with volcanic might			

WHIRLWIND	ELEMENT	DAMAGE	PP	RANGE
	Wind	20	5	3
EFFECT	Attack with a swirling tornado			

WILD GROWTH	ELEMENT	DAMAGE	PP	RANGE
	Earth	110	19	5
EFFECT	Attack with giant plants			

WIND SLASH	ELEMENT	DAMAGE	PP	RANGE
	Wind	50	9	3
EFFECT	Attack with a blade of focused air			

Defense Psynergies

BIND	ELEMENT	PP	RANGE
	Wind	4	1
EFFECT	Block a foe's Psynergy		

BLUNT	ELEMENT	PP	RANGE
	Wind	11	3
EFFECT	Drop enemy's attack		

BREAK	ELEMENT	PP	RANGE
	Water	5	All Enemies
EFFECT	Eliminate an enemy's bonuses		

CONDEMN	ELEMENT	PP	RANGE
	Earth	8	1
EFFECT	Disable your enemy with evil power		

CURSE	ELEMENT	PP	RANGE
	Earth	6	1
EFFECT	Draw the spirit of Death to a foe		

DEBILITATE	ELEMENT	PP	RANGE
	Fire	6	3
EFFECT	Drop enemy party's defense		

DELUDE	ELEMENT	PP	RANGE
	Wind	4	3
EFFECT	Wrap multiple foes in delusion		

DRAIN	ELEMENT	PP	RANGE
	Wind	3	1
EFFECT	Drain enemy's HP (approximately 50) into yourself		

DULL	ELEMENT	PP	RANGE
	Wind	6	1
EFFECT	Drop enemy's attack		

ENFEEBLE	ELEMENT	PP	RANGE
	Wind	6	3
EFFECT	Drop enemy party's resistance		

HAUNT	ELEMENT	PP	RANGE
	Earth	5	3
EFFECT	Haunt a foe with an evil spirit		

IMPAIR	ELEMENT	PP	RANGE
	Fire	4	1
EFFECT	Drop enemy's defense		

MIST	ELEMENT	PP	RANGE
	Wind	4	3
EFFECT	Wrap a foe in a cloud of delusion		

PSY DRAIN	ELEMENT	PP	RANGE
	Wind	—	1
EFFECT	Drain enemy's PP (approximately 15) into yourself		

SLEEP	ELEMENT	PP	RANGE
	Wind	5	3
EFFECT	Lull multiple foes to sleep		

WEAKEN	ELEMENT	PP	RANGE
	Wind	4	1
EFFECT	Drop enemy's Resistance		

Support Psynergies

ANGEL SPEAR	ELEMENT	PP	RANGE
	Wind	12	All Allies
EFFECT	Boost Attack with a heavenly blade		

DEMON SPEAR	ELEMENT	PP	RANGE
	Wind	7	1
EFFECT	Boost Attack with a demonic blade		

GUARD	ELEMENT	PP	RANGE
	Fire	3	1
EFFECT	Boost ally's Defense		

GUARDIAN	ELEMENT	PP	RANGE
	Fire	3	1
EFFECT	Boost Defense with divine might		

HIGH IMPACT	ELEMENT	PP	RANGE
	Wind	12	All Allies
EFFECT	Boost party's Attack		

IMPACT	ELEMENT	PP	RANGE
	Wind	7	1
EFFECT	Boost ally's Attack		

MAGIC SHELL	ELEMENT	PP	RANGE
	Wind	3	1
EFFECT	Boost Elemental Resistance		

MAGIC SHIELD	ELEMENT	PP	RANGE
	Wind	5	All Allies
EFFECT	Boost Elemental Resistance		

PROTECT	ELEMENT	PP	RANGE
	Fire	3	All Allies
EFFECT	Boost party's Defense		

PROTECTOR	ELEMENT	PP	RANGE
	Fire	5	All Allies
EFFECT	Boost Defense with divine might		

RESIST	ELEMENT	PP	RANGE
	Wind	5	All Allies
EFFECT	Boost party's Resistance		

WARD	ELEMENT	PP	RANGE
	Wind	3	1
EFFECT	Boost Resistance		

Recovery Psynergies

CURE	ELEMENT	PP	RANGE
	Earth	3	1
EFFECT	Restore 70 HP		

CURE POISON	ELEMENT	PP	RANGE
	Water	2	1
EFFECT	Cleanse the body of poison		

CURE WELL	ELEMENT	PP	RANGE
	Earth	7	1
EFFECT	Restore 150 HP		

PLY	ELEMENT	PP	RANGE
	Water	4	1
EFFECT	Restore 100 HP with faith's power		

PLY WELL	ELEMENT	PP	RANGE
	Water	8	1
EFFECT	Restore 200 HP with faith's power		

POTENT CURE	ELEMENT	PP	RANGE
	Earth	10	1
EFFECT	Restore 300 HP		

PURE PLY	ELEMENT	PP	RANGE
	Water	12	1
EFFECT	Restore 1,000 HP with faith's power		

PURE WISH	ELEMENT	PP	RANGE
	Water	20	All Allies
EFFECT	Restore 400 HP to the whole party		

RESTORE	ELEMENT	PP	RANGE
	Water	3	1
EFFECT	Remove sleep, stun, and delusion		

REVIVE	ELEMENT	PP	RANGE
	Earth	15	1
EFFECT	Revive a downed ally		

WISH	ELEMENT	PP	RANGE
	Water	9	All Allies
EFFECT	Restore 80 HP to the whole party		

WISH WELL	ELEMENT	PP	RANGE
	Water	13	All Allies
EFFECT	Restore 160 HP to the whole party		

Field Psynergies

AVOID	ELEMENT	PP
	Water	5
EFFECT	Encounter fewer monsters	

CARRY	ELEMENT	PP
	Earth	2
EFFECT	Lift and move light objects	

CATCH	ELEMENT	PP
	Earth	1
EFFECT	Grab light objects from afar	

CLOAK	ELEMENT	PP
	Water	1
EFFECT	Hide in shadows	

DOUSE	ELEMENT	PP
	Water	5
EFFECT	Douse fire with water	

FORCE	ELEMENT	PP
	–	2
EFFECT	Strike a distant object	

FROST	ELEMENT	PP
	Water	5
EFFECT	Freeze puddles of water	

GROWTH	ELEMENT	PP
	Earth	4
EFFECT	Stimulate the growth of vines	

HALT	ELEMENT	PP
	Wind	2
EFFECT	Stop a moving object	

LIFT	ELEMENT	PP
	Water	2
EFFECT	Lift an object vertically	

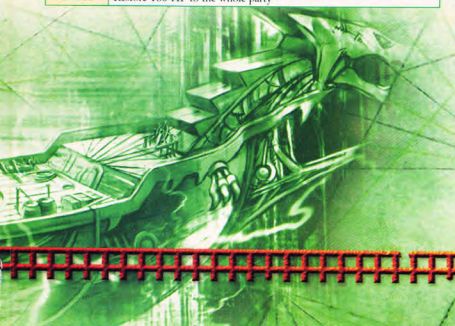
MIND READ	ELEMENT	PP
	Wind	1
EFFECT	Read someone's mind	

MOVE	ELEMENT	PP
	Fire	2
EFFECT	Move an object on the ground	

RETREAT	ELEMENT	PP
	Earth	6
EFFECT	Return to the dungeon's entrance	

REVEAL	ELEMENT	PP
	Wind	1
EFFECT	Perceive hidden truths	

WHIRLWIND	ELEMENT	PP
	Wind	5
EFFECT	Clear away vines with a strong wind	



PRIMAGAMES.COM

Golden Sun: The Lost Age

Psynergy List

The following is a list of Psynergies exclusive to *Golden Sun: The Lost Age*. All other Psynergies are available in both games.

Attack Psynergies

BACK STAB	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +35	16	1
EFFECT	Attack a foe from behind			

BEAM FIRE	ELEMENT	DAMAGE	PP	RANGE
	Fire	45	7	3
EFFECT	Attack with a searing heat beam			

BLUE DRAGON	ELEMENT	DAMAGE	PP	RANGE
	Water	130	17	5
EFFECT	Attack foes with an icy blast			

BRAMBLE CARD	ELEMENT	DAMAGE	PP	RANGE
	Earth	130	22	3
EFFECT	Throw a card of the Thorn suit			

CALL DEMON	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow+90%	13	1
EFFECT	Strike with a demon's fury			

CALL DULLAHAN	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow+200%	21	1
EFFECT	Strike with Dullahan's might			

CALL ZOMBIE	ELEMENT	DAMAGE	PP	RANGE
	Water	Blow +40	5	1
EFFECT	Command a zombie to strike a foe			

CERBERUS	ELEMENT	DAMAGE	PP	RANGE
	Fire	50	7	3
EFFECT	Attack with the soul's fire			

CHIMERA	ELEMENT	DAMAGE	PP	RANGE
	Fire	55	7	3
EFFECT	Attack a foe with a fiery blast			

COOL	ELEMENT	DAMAGE	PP	RANGE
	Water	35	6	3
EFFECT	Attack with freezing cold			

CYCLE BEAM	ELEMENT	DAMAGE	PP	RANGE
	Fire	80	14	5
EFFECT	Attack with a searing heat beam			

DEATH LEAP	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +110	22	1
EFFECT	Beat a foe with a strange fan			

DIAMOND BERG	ELEMENT	DAMAGE	PP	RANGE
	Water	Blow +92	17	1
EFFECT	Freeze and crush a foe			

DIAMOND DUST	ELEMENT	DAMAGE	PP	RANGE
	Water	Blow +34	6	1
EFFECT	Attack with crystalline ice			

DINOX	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +40	3	1
EFFECT	Attack with sharpened fangs			

EMU	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +75	10	1
EFFECT	Call a giant bird to claw a foe			

EPICENTER	ELEMENT	DAMAGE	PP	RANGE
	Fire	Blow +98	33	1
EFFECT	Strike an enemy with Dragon Cloud			

FIERY ABYSS	ELEMENT	DAMAGE	PP	RANGE
	Fire	90	18	5
EFFECT	Call forth the fires of the pit			

FIERY JUGGLE	ELEMENT	DAMAGE	PP	RANGE
	Fire	150	25	5
EFFECT	Skillfully toss balls of flame			

FIRE BREATH	ELEMENT	DAMAGE	PP	RANGE
	Fire	85	13	3
EFFECT	Attack with a sheet of flames			

FIRE DRAGON	ELEMENT	DAMAGE	PP	RANGE
	Fire	140	17	5
EFFECT	Attack foes with a fiery blast			

FLAME CARD	ELEMENT	DAMAGE	PP	RANGE
	Fire	60	11	3
EFFECT	Throw a card of the Flame suit			

FROST CARD	ELEMENT	DAMAGE	PP	RANGE
	Water	175	28	3
EFFECT	Throw a card of the Ice suit			

FUME	ELEMENT	DAMAGE	PP	RANGE
	Fire	50	6	1
EFFECT	Attack with a plume of flames			

FUME DRAGON	ELEMENT	DAMAGE	PP	RANGE
	Fire	230	–	–
EFFECT	–			

GHOST SOLDIER	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +170	22	1
EFFECT	Attack with phantom javelins			

GRAND GOLEM	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +150	22	1
EFFECT	Attack with a fist of stone			

GRYPHON	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +85	10	1
EFFECT	Attack with a razor-sharp beak			

HARPY	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +80	10	1
EFFECT	Attack with boosted morale			

HEAT JUGGLE	ELEMENT	DAMAGE	PP	RANGE
	Fire	75	13	5
EFFECT	Skillfully toss balls of flame			

JUGGLE	ELEMENT	DAMAGE	PP	RANGE
	Fire	40	7	1
EFFECT	Skillfully toss balls of flame			

LIQUIFIER	ELEMENT	DAMAGE	PP	RANGE
	Fire	Blow +90	17	1
EFFECT	Seize a foe with the fires of truth			

LIVING ARMOR	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +130	17	1
EFFECT	Attack with a big axe			

MACETAIL	ELEMENT	DAMAGE	PP	RANGE
	Fire	60	7	3
EFFECT	Attack foes with a fiery blast			

MINOTAUR	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +90	10	1
EFFECT	Attack with a mighty axe			

ODYSSEY	ELEMENT	DAMAGE	PP	RANGE
	Earth	95	18	1
EFFECT	Pierce a foe with a colossal sword			

ORC	ELEMENT	DAMAGE	PP	RANGE
	None	Blow +35	3	1
EFFECT	Attack with your body's mass			

PLANETARY	ELEMENT	DAMAGE	PP	RANGE
	Fire	Blow +98	19	1
EFFECT	Strike a foe with fire from the heavens			

PLUME EDGE	ELEMENT	DAMAGE	PP	RANGE
	Water	Blow +80	15	1
EFFECT	Attack with a foaming geyser			

POISON FLOW	ELEMENT	DAMAGE	PP	RANGE
	Wind	125	28	5
EFFECT	Conjure a blast of poisoned wind			

RAGING HEAT	ELEMENT	DAMAGE	PP	RANGE
	Fire	45	9	5
EFFECT	Call forth the fires of the pit			

ROC	ELEMENT	DAMAGE	PP	RANGE
	None	Blow +140	22	1
EFFECT	Strike with the sweep of a mighty wing			

SABRE DANCE	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +50%	7	1
EFFECT	Attack with dancing blades			

SALAMANDER	ELEMENT	DAMAGE	PP	RANGE
	Fire	45	7	3
EFFECT	Call forth a fiery reptile's breath			

SEARING BEAM	ELEMENT	DAMAGE	PP	RANGE
	Fire	170	36	All Enemies
EFFECT	Attack with a searing heat beam			

SERPENT FUME	ELEMENT	DAMAGE	PP	RANGE
	Fire	130	14	1
EFFECT	Attack with a plume of flames			

SKULL SPLITTER	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +30	8	1
EFFECT	Annihilate a foe by crushing its skull			

SUPERCO	ELEMENT	DAMAGE	PP	RANGE
	Water	80	14	5
EFFECT	Attack with freezing cold			

THORNY GRAVE	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +50%	24	3
EFFECT	Summon a loathsome fiend			

THUNDER CARD	ELEMENT	DAMAGE	PP	RANGE
	Wind	100	17	3
EFFECT	Throw a card of the Thunder suit			

THUNDER MINE	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +85	16	1
EFFECT	Attack with ball lightning			

TROLL	ELEMENT	DAMAGE	PP	RANGE
	Earth	Blow +45	3	1
EFFECT	Attack with fiendish might			

VIOLENT COOL	ELEMENT	DAMAGE	PP	RANGE
	Water	180	–	–
EFFECT	Attack with freezing cold			

WHIPLASH	ELEMENT	DAMAGE	PP	RANGE
	Wind	Blow +40%	6	1
EFFECT	Attack with a whip			

WILD WOLF	ELEMENT	DAMAGE	PP	RANGE
	None	Blow +30	3	1
EFFECT	Call on a feral ally's aid			

WYVERN	ELEMENT	DAMAGE	PP	RANGE
	Fire	120	17	5
EFFECT	Attack foes with fiery breath			

Defense Psynergies

BAFFLE CARD	ELEMENT	PP	RANGE
	Wind	4	3
EFFECT	Envelop foes in an illusion		

DEATH CARD	ELEMENT	PP	RANGE
	Earth	8	1
EFFECT	Call the Reaper to claim your foes		

FIRE PUPPET	ELEMENT	PP	RANGE
	Earth	7	3
EFFECT	Paralyze your foes with fear		

SLEEP CARD	ELEMENT	PP	RANGE
	Wind	5	3
EFFECT	Put foes to sleep		

SWORD CARD	ELEMENT	PP	RANGE
	Fire	6	1
EFFECT	Reduce a foe's attack		

Recovery Psynergies

AURA	ELEMENT	PP	RANGE
	Fire	7	All Allies
EFFECT	Restore 50 HP to the party		

COOL AURA	ELEMENT	PP	RANGE
	Fire	16	All Allies
EFFECT	Restore 200 HP to the party		

ELDER WOOD	ELEMENT	PP	RANGE
	Water	14	1
EFFECT	Tap the forests to restore 170 HP		

ESTRE WOOD	ELEMENT	PP	RANGE
	Water	14	All Allies
EFFECT	Restore 180 HP to all allies		

FAIRY	ELEMENT	PP	RANGE
	Water	5	1
EFFECT	Conjure faeries to restore 120 HP		

HEALING AURA	ELEMENT	PP	RANGE
	Fire	11	All Allies
EFFECT	Restore 100 HP to the party		

LICH	ELEMENT	PP	RANGE
	Earth	10	1
EFFECT	Revive an ally with the undead's aid		

MANTICORE	ELEMENT	PP	RANGE
	Fire	16	All Allies
EFFECT	Restore 300 HP with cleansing flame		

PHOENIX	ELEMENT	PP	RANGE
	Fire	10	1
EFFECT	Revive an ally with the phoenix's fire		

PIXIE	ELEMENT	PP	RANGE
	Water	5	1
EFFECT	Conjure pixies to restore 115 HP		

SUCCUBUS	ELEMENT	PP	RANGE
	Water	9	1
EFFECT	Conjure faeries to restore 250 HP		

WEIRD NYMPH	ELEMENT	PP	RANGE
	Water	5	1
EFFECT	Conjure pixies to restore 125 HP		

Field Psynergies

BLAZE	ELEMENT	PP
	Fire	1
EFFECT	Manipulate flames	

BURST	ELEMENT	PP
	Fire	2
EFFECT	Break cracked objects	

CYCLONE	ELEMENT	PP
	Wind	2
EFFECT	Conjure wind to scatter	

GRIND	ELEMENT	PP
	Earth	2
EFFECT	Pulverize large objects	

HOVER	ELEMENT	PP
	Wind	2
EFFECT	Hover in the air	

LASH	ELEMENT	PP
	Wind	1
EFFECT	Lift and move very light objects	

PARCH	ELEMENT	PP
	Water	2
EFFECT	Evaporate standing water	

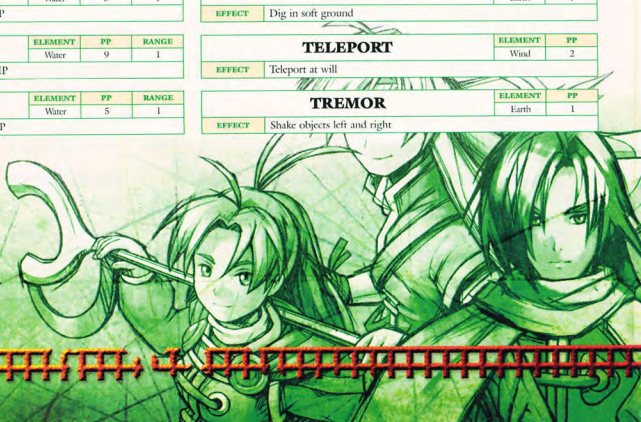
POUND	ELEMENT	PP
	Fire	2
EFFECT	Drive objects into the ground	

SAND	ELEMENT	PP
	Earth	2
EFFECT	Melt into sand	

SCOOP	ELEMENT	PP
	Earth	1
EFFECT	Dig in soft ground	

TELEPORT	ELEMENT	PP
	Wind	2
EFFECT	Teleport at will	

TREMOR	ELEMENT	PP
	Earth	1
EFFECT	Shake objects left and right	



Secrets of Golden Sun™: The Lost Age

Yallam's Blacksmith

In Yallam, a town east of Alhafra that can be reached only by ship, there's a blacksmith who forges items and rusty weapons into powerful equipment. Forgeable items are rare, so look for them. When you get a forgeable item, take it to the blacksmith. If you don't, by the time an item is forged from the material, it will probably be weaker than the equipment the party is already using. Save the game before giving any forgeable items to the blacksmith. If you don't get the item you want, reset the game and try again. Here's a list of the possible items:





Items Forged at Yallam Blacksmith

Forgeable Item	Possible Result	Stats
Tear Stone	Clear Bracelet	31 DEF, 25 PWR Water
	Spirit Ring	Use to heal 160 HP to all
	Pure Circlet	29 DEF, 20 PWR Water
	Cloud Wand	98 ATK (Stun Cloud)
Sylph Feather	Aerial Gloves	37 DEF, 30 AGI, 20 PWR A.
	Floating Hat	34 DEF, 1.2 Luck, 20 A. Resist
	Faery Vest	38 DEF, Use to restore 200HP
	Sylph Rapier	124 ATK (Mad Zephyr)
Star Dust	Stardust Ring	Cast Psynergy Seal
	Comet Mace	105 ATK (Ice Crush)
	Luna Shield	30 DEF, 30 E. Resist
	Astral Circlet	32 DEF, 15 PP (max)
	Planet Armor	36 DEF, 10 PWR E. W. F. A.
Salamander Tail	Salamander Rod	156 ATK (Fire Dance)
	Flame Shield	44 DEF, 60 F. Resist
	Burning Sword	157 ATK (Blaze Rush)
	Apollo's Axe	158 ATK (Flare Burst)
	Ardagh Robe	44 DEF, 20 PWR F., 40 F. Resist
Orihalcon	Nebula Wand	165 ATK (Reverse Star)
	Stellar Axe	171 ATK (Supernova)
	Cosmos Shield	49 DEF, 10 E. W. F. A. Resist
	Excalibur	180 ATK (Albion's Legacy)
	Xylion Armor	50 DEF, 12 ATK
	Big Bang Gloves	47 DEF, 40 PWR Fire
	Millennium Helm	45 DEF, 20 HP (max)
Dark Matter (all cursed items)	Fear Helm	48 DEF, 10 ATK
	Terra Shield	48 DEF, 5 ATK
	Stealth Armor	48 DEF, 10 E. Resist
	Demon Circlet	50 DEF, Critical hits raised
	Dark Sword	210 ATK (Acheron Grief)
Mythril Silver	Mythril Clothes	49 DEF, Critical hits raised
	Mythril Helm	Unknown DEF
	Mythril Armlet	46 DEF, Critical hits raised
	Psychic Circlet	39 DEF, 12 PP per round regen
	Mythril Sword	Unknown ATK
	Levitan	Unknown Effect
Dragon Skin	Dragon Boots	13 DEF, 10 E. W. F. A Resist
	Dragon Mail	44 DEF, 10 W. F. Resist
	Dragon Robe	42 DEF, 18 W. F. Resist
	Dragon Shield	Unknown DEF, Unknown W. F. Resist
	Dragon Helm	Unknown DEF, Unknown W. F. Resist
Golem Core	Chronos Mail	47 DEF, 20 HP (max)
	Titan Gloves	43 DEF, 30 HP (max)
	Tungsten Mace	159 ATK (Hammersphere)
	Gaia's Axe	163 ATK (Mother Earth)
	Huge Sword	155 ATK (Heavy Divide)



Summoned Creatures

Stone tablets hidden around the world contain the secrets required to summon powerful beasts. Most are found in caves, but others are in dungeons protected by fierce guardians. Finding them isn't easy, but it's worth the challenge. To summon a creature, you must have a certain number of Djinn on standby while in battle, then select the creature from the Summon menu. The following are all of the game's summoned creatures with their location and Djinn requirements. If a creature is listed without a location, it can be summoned when you have the required number of Djinn without finding a stone tablet for that beast.



Summoned Creatures

Name	Location	Required Djinn	Description
Ramses	–	2 x Venus	Guardian of an immortal pharaoh
Cybele	–	3 x Venus	The great mother of the earth
Judgement	–	4 x Venus	The might of the apocalypse
Nereid	–	2 x Mercury	Princess of the sea spirits
Neptune	–	3 x Mercury	An incarnation of the sea king
Boreas	–	4 x Mercury	The god of the north wind
Kirin	–	2 x Mars	A mystical beast cloaked in flame
Tiamat	–	3 x Mars	The queen of all dragons
Meteor	–	4 x Mars	A meteorite from deep space
Atalanta	–	2 x Jupiter	The heavenly huntress
Procne	–	3 x Jupiter	A goddess in bird form
Thor	–	4 x Jupiter	The mighty god of thunder
Zagan	Cave north of Madra	1 x Venus, 1 x Mars	Earth's might enflamed
Megaera	Cave near Mikasalla	1 x Mars, 1 x Jupiter	The goddess of vengeance
Flora	Air's Rock	1 x Venus, 2 x Jupiter	The sacred ice monster
Moloch	Madra Ruins	2 x Mercury, 1 x Jupiter	The sacred ice monster
Ulysses	Cave under Izumo	2 x Mercury, 2 x Mars	A legendary wandering mage
Haures	Angara Cavern near Loho	3 x Venus, 2 x Mars	A beast that sunders darkness
Eclipse	Prize in Lemuria (coin toss)	2 x Mercury, 3 x Jupiter	A dragon whose wings span the skies
Coatlicue	Cave on south end of Atteka (Atteka Cavern)	3 x Mercury, 3 x Jupiter	A goddess bearing the water of life
Daedalus	Yampi Desert Cave	3 x Venus, 4 x Mars	Master craftsman of ancient times
Azul	After boss in Treasure Island	3 x Venus, 4 x Mercury	An awakened dragon from the deep
Catastrophe	Islet Cave in Sea of Time	3 x Mars, 5 x Jupiter	The embodiment of destruction
Charon	Entrance to Anemos Inner Sanctum	8 x Venus, 2 x Jupiter	The boatman of the river Styx
Iris	After boss in Anemos Inner Sanctum	4 x Mercury, 8 x Mars	Goddess of rainbows, guide of souls

U.S. $14.99 Can. $21.95 U.K. £12.99

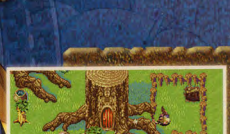
Games/RPG
Platform: Game Boy® Advance

In a dying world, an EPIC ADVENTURE is BORN....















- Thorough walkthroughs for both Golden Sun™ and Golden Sun™: The Lost Age
- Proven strategy to defeat all bosses
- Tips on using weapons, armor, and equipment
- Hints on mastering Psynergy
- Locations of all Djinn
- All sidequests revealed

© 2001-2003 Nintendo/CAMELOT. ™, ® and the Game Boy Advance logo are trademarks of Nintendo.

David Cassady
Elizabeth M. Hollinger
Debra Lockridge

PRIMA GAMES

primagames.com®

The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

ISBN 0-7615-4160-2

9 780761 541806 51499

0 86874 54180 1